THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

ISSUE 8

JUNE 96

SEGA No.1 for SATURN

£2.75



HEART OF DARKNESS

It's another world first for Saturn! Full details inside!

GUARDIAN HEROES

REVIEWED!

We take the first UK copy apart and grill the programmers!

DESTRUCTION DERBY

Finally arrives on Saturn!

Your LAST CHANCE to win FREE GAMES for a year!

ULTIMATE MORTAL KOMBAT 3

Full players guide with EVERY move for EVERY character!



NIGHTS

More info revealed on this awesome game!

PLUS! VIRTUA FIGHTER 3 STREETFIGHTER ALPHA PLAYERS GUIDE PANZER DRAGOON 2 ROAD RASH SHOCKWAVE ASSAULT OLYMPIC GAMES NEED FOR SPEED AND MORE!


GEX™
Do not adjust your horizontal hold. 450 frames of GEX animation, CD-quality sound and hand-rendered backgrounds.
Advance thru different worlds like Indiana Jonesville and Frank N. Steintown. (Legal weasels require we be vague.)
For strength, speed, and that healthy reptilian glow.
Try jumping, tail-whipping & face-sticking to discover secretlevels/bonus stages that only Irv in Engineering knows about.
Get ready for one serious See-Food Cocktail. It's GEX, your bug munching, tongue-lashing alter-ego. Oh yeah, we got Hungry-Man portions of pop-culture cheese all right. With late night TV freaks like Gamera and Flatulence Man. But it's our special sauce—over 300 hilarious one-liners and sound effects from HBO® comedian Dana Gould—that give GEX major attitude. So forget about good taste. And go with the skanky bug du jour instead.
Electronic Gaming Monthly "Editors' Choice Gold Award"
Diehard Gamefan "Character of the Year"
NEW for Sega Saturn™ and the PlayStation™ game console.
CRYSTAL DYNAMICS™
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STOP PRESS!

DUE TO MASSIVE CONSUMER DEMAND, SEGA HAVE ANNOUNCED THAT AN ALL-NEW VERSION OF DAYTONA WILL BE RELEASED BEFORE THE END OF THE YEAR!

Yep, thanks to endless phone calls to Sega over the last few months (from faithful Saturn owners), plus the admittance from Sega that perhaps Daytona wasn't *quite* as good as it could have been, a top development team at Sega has finally decided to re-convert this awesome game!

The team responsible for the Sega Rally conversion will work on the project, and seem confident that they will pull off an even better conversion than Rally! It's likely that in addition to the original arcade tracks there will be more courses to select, plus a two-player mode and loads of extra secret stuff that can't be announced at the moment.

So, you finally got what you wanted! Daytona has always been way more popular than Sega Rally as an arcade title, and Sega are planning to make huge noises with this one nearer to its release date, set for the closing months of this year. We can't bring you any pics at the moment, as this was such a last-minute announcement, but expect to see the first shots in our next issue! We can't wait! Any guesses on what the new version of Daytona should be called? Write in with your suggestions and we'll print them in the letters page!



AMAZING STOP PRESS NEWS!

At the very, *very* last minute, we discovered that Sega are working on a new Sonic game for the Saturn, entitled Sonic X-treme, which should be out in time for Christmas. Like the forthcoming Megadrive game of the same name, the title will utilise 3D with changing perspectives, and will feature a completely new graphics engine and style of play. In fact, it won't be like anything you've ever seen before! The title is being developed in America although it's not been disclosed whether any of the original Sonic team are working on the game. There's not much more we can tell you about the title at the moment, simply because Sega were hoping that the news wouldn't leak out until after the forthcoming E3 show had finished!



MORE STOP PRESS! FIRST SHOTS OF VIRTUA COP 2 ON SATURN!

You'd better believe it! These are the first bona-fide Saturn shots of Virtua Cop 2, and were unveiled to the Japanese press a couple of weeks ago. Little is known about the actual conversion at the moment, but it has to be said that these first shots are looking absolutely stunning! getting excited are you? So you should be. This is another one we'll be featuring in-depth next month – as soon as we can get our hands on the game!



Ready for more top cops?!...



...We'll be bringing you more in next month's issue!

AND THERE'S MORE! CAPCOM UNVEIL FIRST VERSION OF MARVEL SUPERHEROES!

This one made it in to the offices at the very, *very* last minute, so forgive us for lack of concrete info, but we thought you'd prefer to see the shots as soon as possible! Unveiled in Japan, the Saturn verison is incredibly close to the original coin-op and enforces Capcom's heavyweight presence in the Saturn market. Could this be bigger than the rest of their games put together? Tune in next month when we'll be able to feature the game fully (hopefully).



Hey, it's Captain America and Psylocke!



Hey, it's Captain America and Wolverine!

SEGA SATURN MAGAZINE

contents



The Ultimate MK3 guide begins on page 76! Contains every move for every character, plus secret codes and hidden characters!



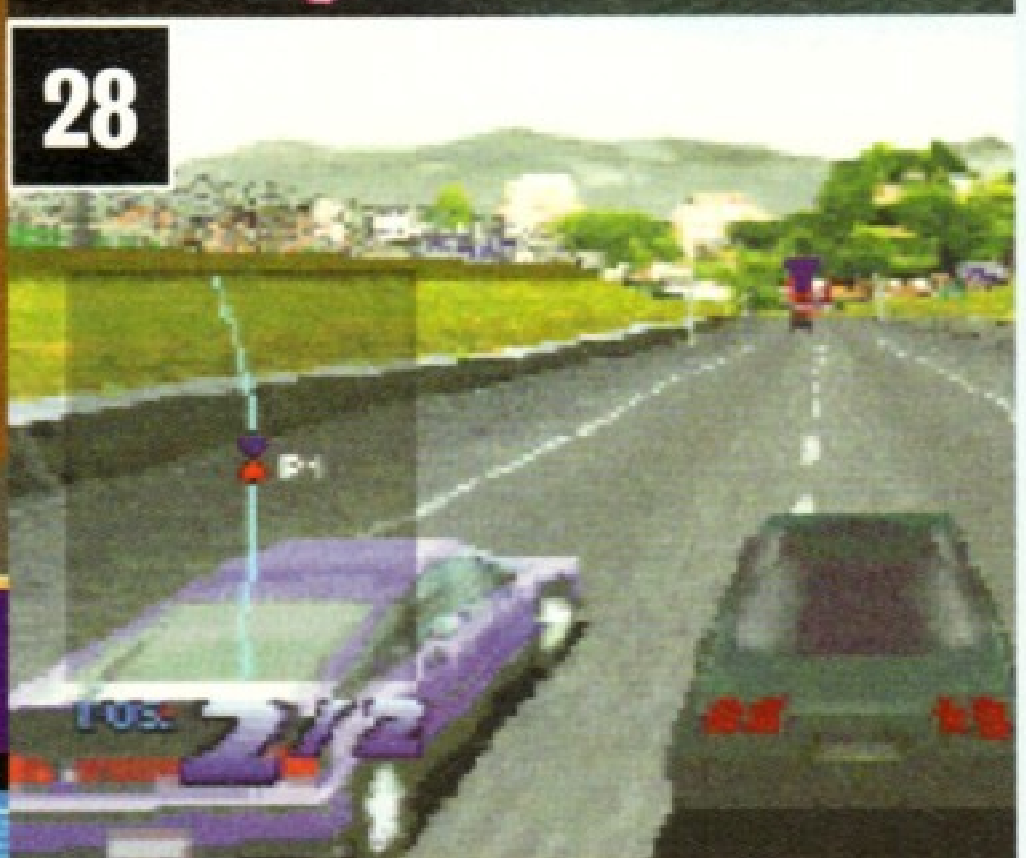
PREVIEWS

REVIEWS











REGULARS



It's your last chance to win FREE Saturn games for a year! See page 74!

For the complete guide to Streetfighter Alpha, turn to page 82

NOW!

COVER STORY

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SHOWCASES

SEGA SATURN NEWS

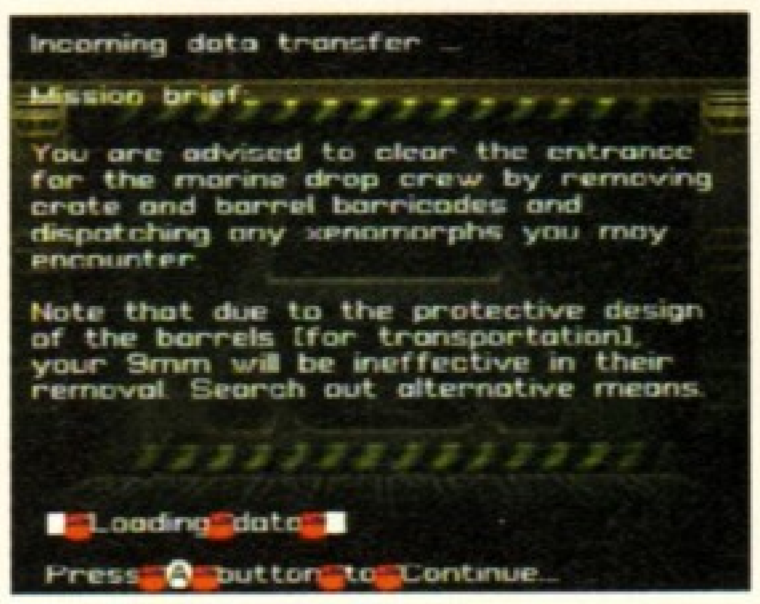
A Hearty Welcome From Chimp Corner!

So here it is! Another issue that walks the long winding road to Saturn nivarna. It's been a fairly quiet one this month with most developers saving up their big news for the E3 in Los Angeles. Sam will be there of course, hobnobbing with lots of Jet Set types while we toil away in our dank offices. Still, them's the breaks as they say. Expect plenty of info from the show next month. For now though you've got the stunning Heart of Darkness, the long awaited Destruction Derby and loads of previews and reviews to peruse at leisure. If you've got any points you'd like to raise with us, remember, we're always glad to here from you, so long as you're not too mad or anything. But for now, go and make yourself a cup of tea, cut a slice of bakewell tart, and sit back and enjoy the mag!
Rob, Deputy Editor.



ALIEN TRILOGY FINALLY ARRIVES!

Rumoured to appear on Saturn any time from September '95 to October '96, the Saturn version of Alien Trilogy finally saw its unveiling just before we went to press. At the moment, only two levels of the game are complete, but the results of Probe's extended labour is looking pretty impressive already.
As we stated some months ago, there will be a few changes for the Saturn version, and these will include extra levels, improved graphics and different level layouts. There's still no news of a firm release date yet, but the programmers are working all hours to get more work on the conversion underway and the majority of the programming should be complete in around two and a half months. Anyway, here's the first Saturn shots – at this stage the game is only around 30% complete, but it's already looking as good as the Playstation version – and no, that isn't just something we're saying for the sake of it – it really does look quite stunning! Hopefully, we'll be able to bring you a showcase on the game's development next month along with an interview with the programmers.















KNIGHTS GETS NEW JOYPAD!

Nothing's been confirmed yet, but there's various rumours flying around that Sega's latest top title Nights will have a joypad designed specifically for the game. Sega are keeping very quiet about it at the moment, but information was leaked in a recent Japanese games magazine. Apparently the joypad could be similar to the NU64 joypad where each side of the joypad moves independently, making 3D gameplay much easier. It's difficult to say when details or pictures of the pad will be released, but still, it's nice to know that Sega are addressing the problems associated with 3D games now, rather than after the game is released,

FADE TO BLACK FOR THE SATURN

Fade to Black is already finished on the Playstation and despite developers Electronic Arts hotly denying any existence of a Saturn version, it seems as though the game is already being developed for Saturn. Created by Delphine Software, the same people who were responsible for Another World and Flashback, the game is already hotly tipped to dominate the Playstation charts when it's released next month. And although the game's theme remains similar to that of AW and Flashback (a man in jail or on an alien planet who must escape) the actual gameplay has come on in leaps and bounds, being a complete 3D adventure as opposed to a platform game with cinematic clips from time to time. Plus, as there's nothing like this currently available for the Saturn, this should prove an incredibly popular adventure – especially as the presentation is so stunning. The pictures here are taken from the Playstation version as there's no actual Saturn disc at the moment, but as soon as there is we'll be running a preview.






WIN!

A COPY OF GUARDIAN HEROES

Welcome to a new regular newsy thing where you get the chance to win a new game every month! And you don't even have to do anything except drop us a postcard! Held in conjunction with HMV, one copy of their "game of the month" will wing its way to one lucky reader picked out of the bag on 20th June. this month's game for grabs: The cheeky, bubbly and curvaceous Guardian Heroes! Can't say fairer than that! All you have to do is tell us:

WHO WERE THE DEVELOPERS BEHIND GUARDIAN HEROES?

Pop the answer on a postcard and send it to: FREE, FREE, HMV, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Usual compo rules apply.

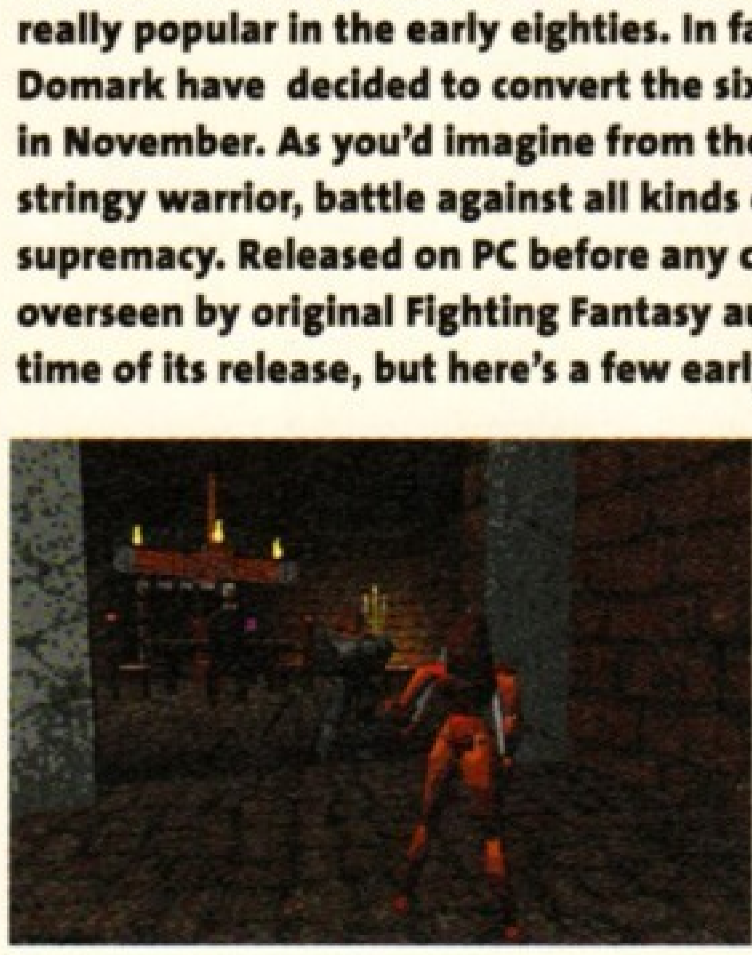
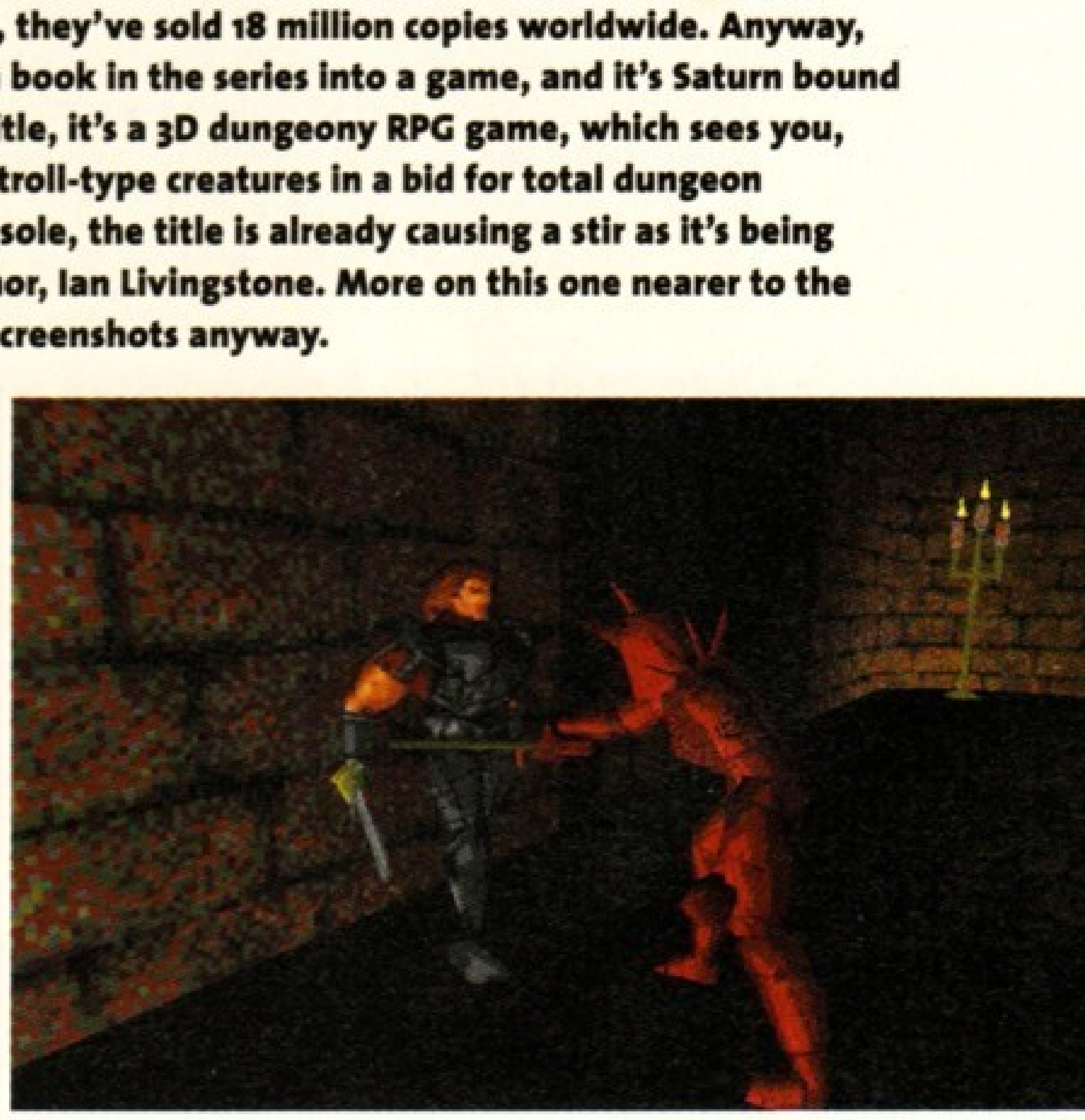


RETRO MANIA!

Last month we broke the news story that Sega will release three of their classics on to one Saturn disc. But we got it wrong a bit. It seems as though the three games will be released separately over three months, the first one being Afterburner, followed by Space Harrier the next month, then Outrun. All three games will cost approximately half the price of new releases and there's a possibility that more retro titles will be released after that. Still no word as to whether they'll be released over here though. Write in if you feel particularly strongly about them!

FIGHTING FANTASY

Remember the Fighting Fantasy series of books? Hey, us neither, but apparently these were really popular in the early eighties. In fact, they've sold 18 million copies worldwide. Anyway, Domark have decided to convert the sixth book in the series into a game, and it's Saturn bound in November. As you'd imagine from the title, it's a 3D dungeony RPG game, which sees you, stringy warrior, battle against all kinds of troll-type creatures in a bid for total dungeon supremacy. Released on PC before any console, the title is already causing a stir as it's being overseen by original Fighting Fantasy author, Ian Livingstone. More on this one nearer to the time of its release, but here's a few early screenshots anyway.


RELEASE SCHEDULE

Please note that release dates and prices can change, but were correct at time of going to press.

MAY		
Euro '96	Sega	£39.99
Lemmings	Sega	£39.99
Discworld	Sega	£39.99
Panzer Dragoon 2	Sega	£44.99
Shining Wisdom	Sega	£39.99
Loaded	Gremlin	£39.99
Streetfighter Alpha	Virgin	£TBA
Valora Valley Golf	Virgin	£39.99
Defcon 5	GT	£TBA
JUNE		
Guardian Heroes	Sega	£39.99
NHL Hockey	Virgin	£39.99
Destruction Derby	Sega	£39.99
Baku Baku Animal	Sega	£39.99
In the hunt	THQ	£39.99
Darkstalkers	Virgin	£39.99
Mortal Kombat 3	GT	£TBA
JULY		
Destruction Derby	Sega	£TBA
Shining Wisdom	Sega	£TBA
Disc World	Sega	£TBA
3D Lemmings	Sega	£TBA
August		
Story of Thor	Sega	£TBA



LITTLE FISHY

Well, fishing is certainly a bizarre enough sport without even considering what it would be like as a computer game, but that hasn't stopped JVC from converting the serene sport to the Saturn. Featuring, well, loads of fishing, the aim is to catch as big a fish as possible through clever selection of rods and a rigorous training program. And despite what you may be thinking, it's actually rather good, although it's difficult to say how the title will go down once it's out on the shelves. Another one that's almost finished, this should also make a late June release.

IT'S DELAYED, ACTUA-LLY

Blimey. this game makes its way into the news section almost every month, but this month it's for different reasons. Unfortunately the Saturn version of Actua Golf has been held up for a few months as most of the programmers were drafted in to work on Euro '96 so that it would be out in time for the tournament, and as a result there's been less people to work on the Actua conversion. however, as of now the programmers are working at full speed on the project but nevertheless, it's still more around two months before we'll be able to run a full preview on the title. It's also unfortunate that other Gremlin title s may slip back a couple of months due to to this, but with any luck, a couple of them will still make it on on the shelves by summer.

BACK FOR GOOD

After the announcement last month that the Saturn's price would temporarily be dropped to £249 for a period of four weeks, we're now pretty happy to announce that the price will remain at this low point for evermore. You'll notice that the Playstation's price remained high and will remain so for the foreseeable future. According to Sega, the price slash has had punters breaking down shop doors to get hold of a Saturn and the gap between the number of Playstations and Saturns sold is becoming ever smaller.



WHAT A STRIKER!

Acclaim are ramping up their Saturn releases this month with yet another title due for a summer release. Striker is, obviously enough, a footie title, although it bears no relation to the arcade title Virtua Striker. We don't know much about this one yet, simply as there's not much of the title to see a the moment, but what there is to see looks okay, although it has to be said that the in-game graphics do seem rather old fashioned at the moment. Still, the game plays well enough and there's still a bit of development time left to go on this one. Looks like after ages without a proper choice of footie titles, the Saturn is about to be flooded with choice. Not before time either!



SORREE!

Apologies to everyone who is a bit irked with the PAL conversion of X-Men. Despite being guaranteed by Acclaim that the PAL version would be full-screen full-speed, the final retail version didn't live up to that promise. At the time of writing it was impossible for us to know that this was going to happen and therefore we'd just like to say sorry. We're pretty fed up about it too.

MY GOD! THEY'RE WARPED!

Warp, the creators of recent gloom-a-thon D, have announced that they'll be developing exclusively for the Saturn in the future. The reasons why they've made this decision were not made clear, but it seems there's been some sort of major bust-up between Warp and Sony. Anyway, this is good news for Saturn owners as it means they will be the only ones who will be able to play their forthcoming titles, one of which, Enemy Zero, is in development at the moment. And here's a few pictures of what you can expect to be exclusively playing in the coming months.







INVESTIGATION HAS NEVER BEEN SO MYSTERIOUS...
Jack is Back
THE FILES
24th December, 1924
Hell's Kitchen, California ...
"The further I went, the worse the smell got ... The air was thick with the sickening stench of putrefaction. The floor was getting slippery and dangerous. Suddenly I lost my footing! I scrabbled for a hand-hold but it was no use. Was I, Edward Carnby, Supernatural Private-Eye, heading for Santa heaven or was I just toilet-bound?"
CASE NO.3 "SMELL FROM HELL"
The continuing adventures of Edward Carnby can be found in: ALONE IN THE DARK™
THE TRUTH IS OUT NOW
PlayStation Magazine STARPLAYER
SEGA SATURN
PlayStation
INFOGRAMES
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NEWS

HMV CHARTS

Week ending April 29th, 1996

KNOW HMV · KNOW GAMES

	Title	By
1	X-MEN Children of the Atom	Acclaim
2	Virtua Cop (game and gun)	Sega
3	Sega Rally	Sega
4	Wipeout	Sega
5	Golden Axe: The Duel	Sega
6	F-1 Challenge	Sega
7	FIFA '96	Electronic Arts
8	Wing Arms	Sega
9	Magic Carpet	Bullfrog
10	Victory Boxing	Virgin

SATURN MAGAZINE CHARTS

1	Streetfighter Alpha	Capcom
2	Panzer Dragoon 2	Sega
3	Euro '96	Sega
4	X-Men: Children of the Atom	Acclaim
5	Virtua Fighter 2	Sega
6	Sega Rally	Sega
7	Baku Baku Animal	Sega
8	Magic Carpet	Bullfrog
9	Darkstalkers	Capcom
10	Shining Wisdom	Sega

READER CHARTS

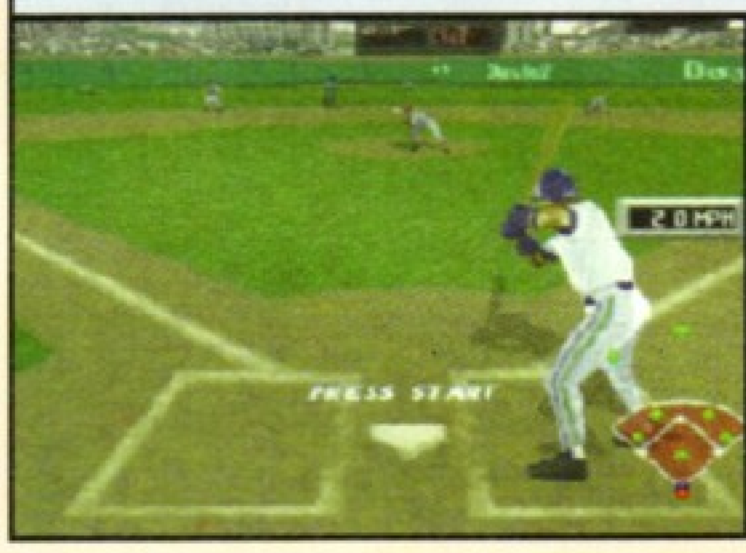
Sent in by Mark Young of Devon. Mark, a game is on the way to you!

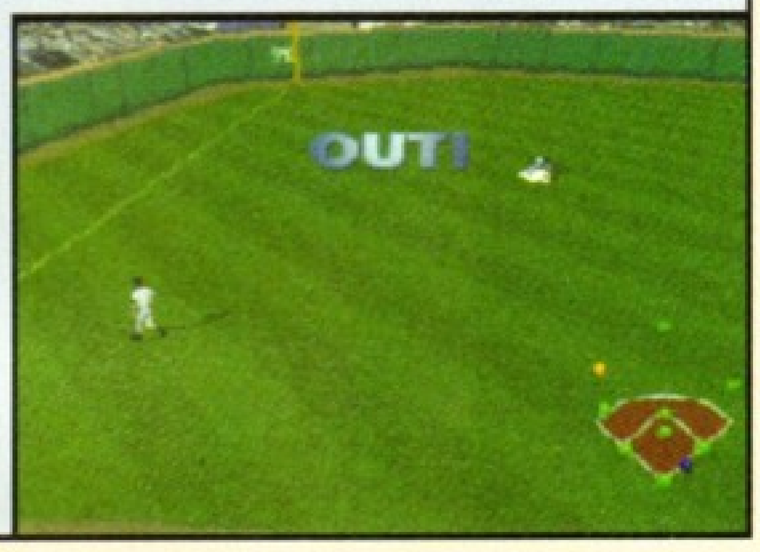
1	SEGA RALLY	Sega
2	Virtua Fighter 2	Sega
3	Wipeout	Sega
4	X-Men: Children of the Atom	Acclaim
5	Streetfighter Alpha	Capcom
6	Fifa 96	EA
7	Virtua Cop	Sega
8	Wing Arms	Sega
9	Magic Carpet	Bullfrog
10	Daytona USA	Sega

If you would like to see your chart features, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Anyone who has their charts printed will receive a game for their troubles!

BIG HURT!

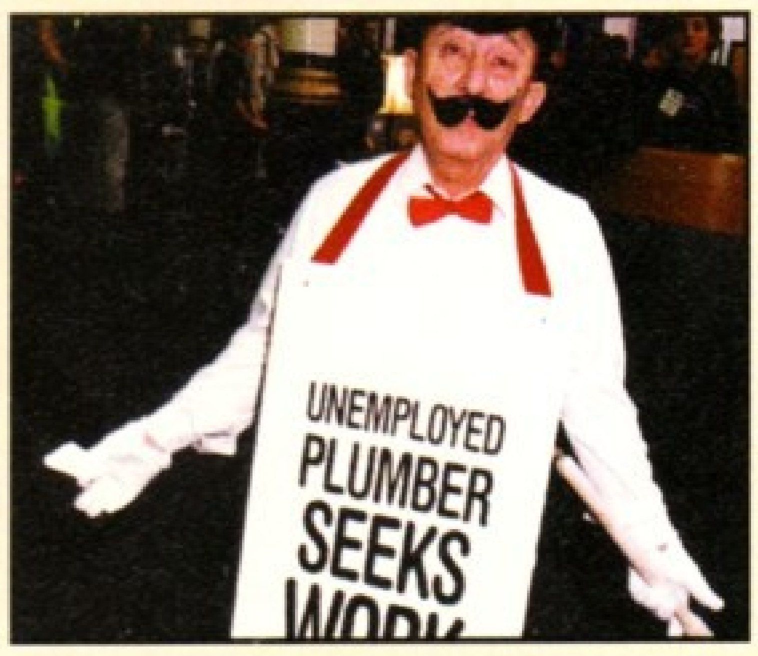
Baseball has always been a bit of a strange game for the UK market. In America, there's absolutely hundreds of the titles released every year, but hardly any of them make it over to these shores simply because the sport isn't very popular over here. In fact, so far only one baseball game has made it on to the Saturn, and it was a pretty decent conversion which managed to win even non-baseball players round. Acclaim are hoping to do the same with Big Hurt Baseball, an adaption of an ancient Megadrive game which did pretty well when it was released. Of course, this time around, the graphics are much more impressive and there's plenty of multi-angled action, snazzy cinematic bits and what's more, the gameplay's pretty good too! Expect to see this hit the shelves in early summer although a review should make its way to us next month.





SEGA HIT BACK

Irritated by the incredible NU64 bias that most magazines seem to have (even though the machine still isn't out) Sega have launched a backlash ad campaign. The ad below ran in our sister magazine NMS, and coincided with the "plumber" they employed to walk around the recent European Computer Trade Show.



MO' MONEY

Not to be out done by other publishers, Virgin have signed up their very own sponsorship deal with top bike rider Jamie Robinson. Jamie will now also feature the Virgin logo on all of his rides, which is particularly ironic as if you look at the picture you'll see the boy Jamie plastered from head to toe in Sega advertising. Still it's all good fun, eh?




I'VE GOT THIS EARLY MORNING ROUTINE.
OXY AND OXYCUTE 'EM! ARE TRADE MARKS.
I CLEAN MY FACE WITH OXY DAILY WASH EVERY MORNING BECAUSE I DON'T WANT SPOTS. IT CLEARS MY PORES OF THE MUCK AND GREASE THAT CAUSES THEM. SPOTS? OXYCUTE 'EM!
ANTIBACTERIAL ACTION
HELPS PREVENT SPOTS
OXY
DAILY FACE WASH
Sensitive
ANTIBACTERIAL ACTION
HELPS PREVENT SPOTS
OXY
DAILY FACE WASH

COMING SOON

With the year's biggest computer show just a few weeks away, most software houses are keeping their cards pretty close to their chests, and as a result, there's not much in the way of hot new titles this month. But hey! Don't despair. Next month should see an avalanche of games on the way. Honest!

TOMB RAIDER

BY CORE DESIGN RELEASE SUMMER 96



Another title planned for a simultaneous release on Saturn, Playstation and PC, Tomb Raider is very early in development, but could just turn out to be the surprise hit of the year. There's very little to see of the game at the moment, but an early demo is up and running, featuring a full 3D environment. As you'd imagine, the idea in Tomb Raider is to run around, break into tombs and pillage any treasure to be found in them. The main character is a sort of grungified glamour girl with a gun who has an affinity for lots of nice shiny things. She's quite hard too and also likes to shoot anyone who gets in her way. You know, the average kind of nineties girl.



While there's not much to see on this title yet, the polygon generated backgrounds and the graphics are looking very impressive and with the environment being completely free, this could turn out to be one of Core's most original titles yet. More soon.









You can run around in any direction within the level, making the play environment fairly free. like in the sixties, apparently.







Don't know who these people are, because they weren't in the game when we saw it.

CRIME WAVE

BY DOMARK **RELEASE** TBA








While Domark managed to publish a fair few titles on the Megadrive and other 16-bit consoles they've yet to publish on the Saturn, and Crime Wave will be their very first outing into 32bit land. Crime Wave will be published across most of the superformats, but a simultaneous development push means that all the versions should arrive at around the same time – hopefully in September if the game remains on schedule.

Crime Wave is a chaotic racing game which sees you attempting to curb the horrific crimes taking place on the streets. Obviously, this means that jumping into a ridiculously high speed car and chasing criminals is the order of the day, and the action takes place over a variety of levels and different scenarios.

Viewed from an overhead perspective, this isn't breaking down any technical innovation barriers, in fact, it's reminiscent of a few 16-bit racers, but there's still a long way to go before the game is finished, and the the final product could end up looking very different.

SWAG MAN

BY CORE DESIGN **RELEASE** AUTUMN 96

Originally destined for the 32X, Swagman has been over a year in the making. And to be honest, there's still not very much to see on the game. But then Core are converting it to the Saturn instead, so they probably decided to start the game again completely from scratch.

Little more than one level of the title is playable at the moment, but what's already evident is that the Swagman of today is very different from the pictures seen in magazines from this time last year. He's gone all small and troll like and he's appearing in an isometric 3D adventure. Unfortunately, we don't know much more about it than that because the only bits programmed into the game at the moment feature the main sprite wandering around the environment. But it does look very nice. Expect to see more on this one when it's closer to the release date – currently set for early Autumn.







Wow! It's Swagman's bathroom! Check out the little troll toothpaste and travelbag!









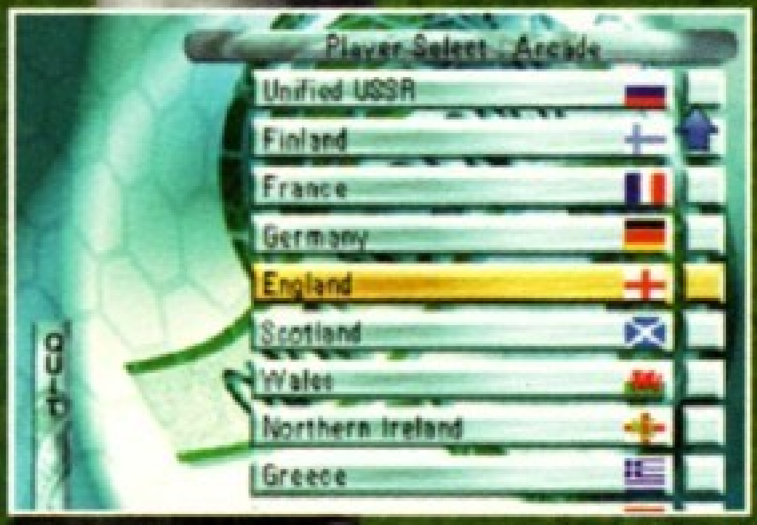
Olympic football isn't like football you see on the telly. It's played by Amateurs and therefore has no big name celebs playing. Also the standard is very, very different. In a bad way. That's why they never show it on TV.

OLYMPIC FOOTBALL

BY US GOLD **RELEASE** JULY

Until US Gold phoned up and told us they were bringing out a game of Olympic Football, we didn't even know that it was a category in the Olympic games. But although it doesn't feature any big-name stars from the professional world of football, it's still quite popular so far as Olympic events go. And as US Gold have the complete publishing rights for Olympic video games, they decided to go ahead with a footie title. You know, because they *could*. But rather than including it in their other Olympic title it's developed into a standalone game.

At present, the title is around 60% finished, and what's emerged so far is something of a shift away from the slick, FMV laden efforts from developers such as Gremlin and EA. This is much more of a gameplay-concentrated affair, which was something that the Banbury-based developers were extremely conscious of when they began putting the game together. Hailing from the Sensible Soccer school of thought, they believe that the gameplay is far more important than any graphical wrapping paper, and they also believe that's the problem with footie games at the moment. On a first play test, it does seem as though there's plenty of gameplay variations to fiddle around with including play angles and team formations, although it has to be said that it looks very different from titles such as Euro '96 and FIFA Soccer. Still, with any luck, this should be finished by next month, so we should be able to give you our verdict then.













COMING SOON

QUAKE

BY GT RELEASE SEPTEMBER

Last month saw the announcement from iD that their forthcoming guaranteed-to-sell by-the- bucketload PC version of Quake will be converted to the Saturn. This month, we've managed to find a little more about the Saturn conversion and confirm that the finished product will arrive two months after the PC version is finished.

iD haven't even started working on the Saturn version of the game yet, and the PC version is less than 50% finished, so it will be a while before any genuine Saturn code will arrive in the UK, but by all accounts the two versions should be the same anyway. This is set to be one of the Autumn's biggest hits on the Saturn and as there's still no sign of Doom (what's going on) this will have even more hype surrounding it than you could possibly imagine. Well, as long as it uses the Saturn's link up cable, we certainly won't be complaining!





He's in a bad way. Hurray! Kill him some more! We want more blood!



Standard monster fare as far as iD go, although Quake has pushed the genre forward by miles in comparison to their original adventure, Doom.

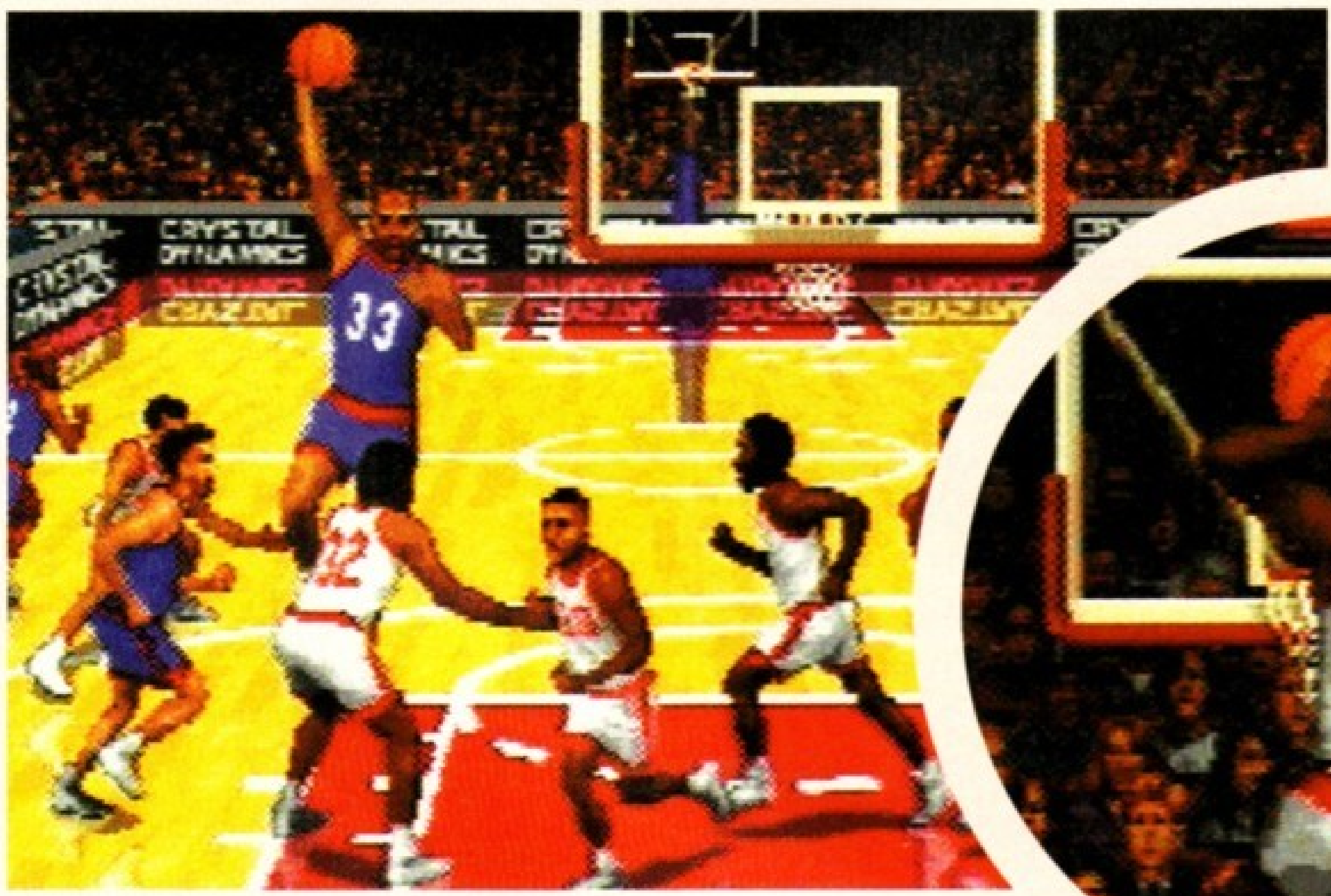


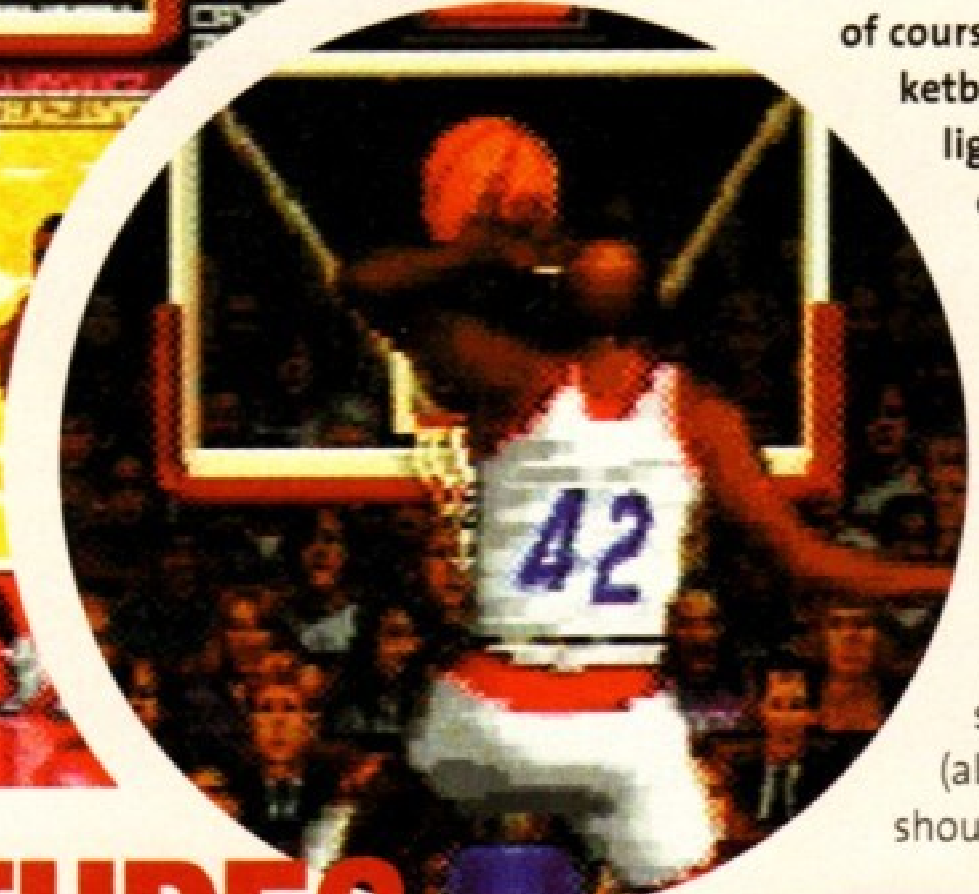




SLAM N JAM 96

BY BMG RELEASE JULY







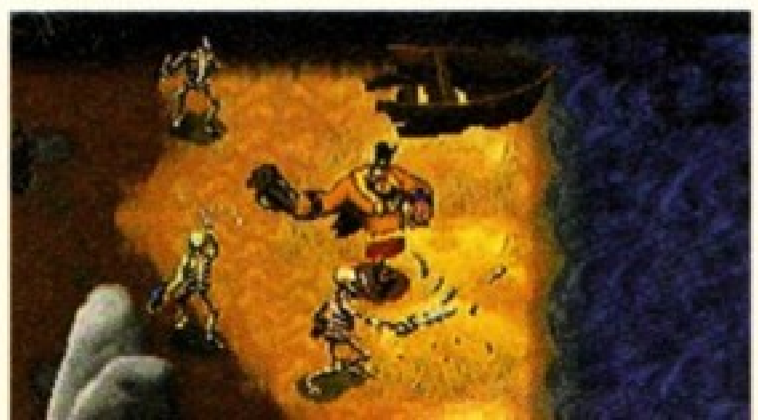
Although that Megadrive was subjected to a swamp of Basketball games over the years, so far the Saturn has been refreshingly basketball-free. There's been the obvious NBA onslaught of course, but the promised Sega basketball game still hasn't seen the light of day. However, it was only a matter of time before more basketball titles appeared, after all, it is a hugely popular sport in the US. At the moment, BMG are putting the finishing touches on their basketball sim, and while it's not exactly an original concept, it's certainly an incredibly playable game.

Featuring, well, just about anything and everything you'd expect to see in any credible basketball game, plus some snazzy 32-bit style graphics, this is set to do well (albeit in fairly small circles in the UK) and with any luck should be ready for review in time for our next issue.

MYTH ADVENTURES

BY VIRGIN RELEASE JULY





Virgin haven't released much on the Saturn to date, but with the impending release of Earthworm Jim 2, plus a signing for Skeleton Warriors, they're on their way to gaining a worthy bunch of releases. In addition, they're also porting across a few of their PC titles, the first one being Myth Adventures. This is a light hearted adventure game set in Ancient Greece, and um, that's about all we know at the moment. Virgin also have other titles lined up for the next few months, but are saving their announcements for the forthcoming E3 show. We'll be reporting on them next month.







Operation Blackfire

Destroy all alien technology in Hellfire!

PUBLISHER	GAME STYLE	RELEASE DATE
Virgin	Shoot 'em up	July
ORIGIN	Original title.	
ITS A BIT LIKE	It's a bit like Thunderhawk, but with more general shooting of things	

Aliens are absolutely no end of trouble. Only this week did two of them appear at work and use their ray guns to erase loads of my work from the memory of my computer, and then just disappeared. As you can probably imagine this didn't make me the most popular member of the SSM team, and for some reason the rest of the staff refused to believe my explanation, citing simple laziness as a possible reason for my extraordinarily light workload.











Now it doesn't seem I can get away from the green beasties, because here they are once again, threatening the security and existence of the whole world. Not in an official capacity, it has to be said, but at least indirectly. You see, as everyone knows these days, the Americans have an extensive collection of bits of flying saucer and dead alien and ray gun technology etc hidden away in a secret base in Arizon-i-ay or somewhere. Until recently the safeguarding of this politically and militarily sensitive scrap was the responsibility of one Commander Kane(with a name like that he had to be a villain),who has now absconded with the lot. His nifty idea is to use the scavenged wreckage to build his own fleet of super-powered vehicles which would facilitate his plot to take over the whole world – OR DESTROY IT!!! AHAHAHAHAAA!!!

Sadly for you, the player, this game doesn't cast you as Kane, in which case Operation Blackfire would be a happy jaunt around the capital cities of the world burning national monuments, taking all the money and eventually enslaving the population of the globe and being nasty to them. No, you're some schmuck pilot kid charged with bringing Kane to justice. And before you ask, no you can't defect to the other side which has all the advantages.



But it's not all bad news. You are given a state-of-the-art assault helicopter, the Blackfire of the title, with which to take him on. You also get to see a fair bit of the world, as Kane's new terrorist operation has spread its wings from Greece to Alaska. As you could probably gauge from the way this is all going, Operation Blackfire is one of those helicopter combat games. Viewed in the first-person you're given a brief briefing outlining your primary and secondary objectives, anything from destroying things to protecting things, and sent on your way laden down with machine guns, missiles and bombs. From here it's a fairly straightforward arcade-heavy blasting process. The controls, whilst comprehensive enough to make your craft manoeuvrable, aren't so complex that Blackfire nears simulation territory. The programmers have tried to keep things simple for the sake of the quantity of death unleashed in the ether. As should be when you're chasing stolen alien technology across the globe.

Whilst Blackfire is looking quite nice so far, with an impressive game speed and lots of texture mapping, it's not finished enough for us to make any solid judgments about how good it'll be. Hopefully we should have a full review within the next couple of issues.









It's a rather bleak day over Blackfire territory.





WAGGLE YOUR JOYSTICK

Whilst it's fully possible to play Operation Blackfire with a simple joypad, producers Virgin are hoping you'll like it enough to use the analogue Mission Stick. Full instructions for the stick set-up will be included with the final product, aimed at increasing the level of realism and involvement present in Blackfire. Hooray for clump joysticks!

MAPS O'DEATH

You'll need to employ some professional-quality map-reading skills if you want to get anywhere in Blackfire. Unlike normal games of this ilk which provide a map marked up with all the relevant target details, this title gives you a tiny green-screen monitor with no reference points on the undulating terrain whatsoever. So pay attention in briefings to any natural unusualities, and keep an eye on your heading indicator, which guides your angle (but not distance) to your next target.





Not the most exciting of pics, granted, but it shows the range of your targeting.









Destroy the evil Mr Potatohead! With his plug-on gun attachments!







FMV – YEAH, YOU KNOW ME

Operation Blackfire is one of the clever-clever games that has loads and loads of FMV footage spliced between levels to keep you up-to-date with what's happening in the command centre controlling your mission. There's a small cast of characters you'll get to know and (in the case of Col. Overstreet) loathe. You might think this is just fancy window-dressing, but keep your ears peeled – one of your crew might just be a turncoat!



Locking-on targets makes them much easier to hit. Which is why locking-on was invented.

A string of explosions brightens up the sky. Try this next time it rains over your house.





When some opponents are critically injured they'll try to ram you in their death throes – the spiteful gets.







GHEN WAR



PUBLISHER	GAME STYLE	RELEASE DATE
Virgin	Shoot 'em up	August 1996
ORIGIN	An original idea	
ITS A BIT LIKE	A mixture of Doom and Descent	

Here comes Mr Ghen!

What is it about human beings that inspires hatred among our alien neighbours? Our taste in clothes? Unsightly nasal hair? PJ and Duncan? Well, whatever it is, some new enemies have just arrived in the shape of the Ghen.

Ghen War has been a long time coming. There were times, in fact, when it was assumed it wouldn't actually be released in this country. But Virgin, bless 'em, have donned their Hypersuits and taken to the alien terrain that is Ghen War. The Ghen as it happens used to be our buddies, providing us with disease cures and other nice stuff in return for a safe place to hang out. But, somewhat inevitably, the relationship went to the dogs and we're now caught in an apocalyptic war with the ungrateful space tykes.





Having more or less overrun our entire solar system, it's left to you, a surface engineer, to track them down in your protective hypersuit. Thus begins a Doom-esque shoot 'em up that sees you scouting Venus, Mars, Deimos (?) and a variety of other rugged terrain, blowing up bases, mines and Ghen soldiers, making the most of your potent weaponry as you go.

The action is viewed from behind the visor of your Hypersuit and the aliens attack in numbers be they foot soldiers that look a bit like fish with legs, robotic drones that aren't very hard but relay your position to other enemies, and even some nasty giant space spiders.

Ghen War features six different destinations including the first training stage, and each destination will involve up to five missions. The action is fast and there are explosions a-plenty and the different mission objectives all look like being quite a challenge. Plenty to do then, although we won't reveal how it all goes until the review next month.





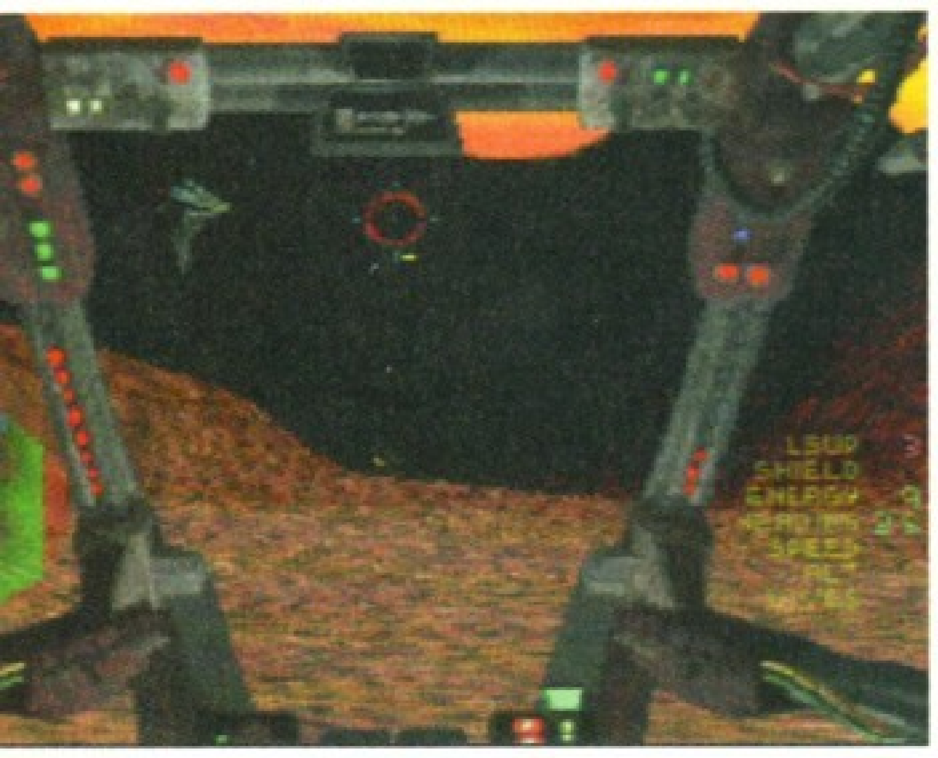


Here's our hero dropping some mines on the unsuspecting Ghen. Mines are most useful for taking out things like reactors or towers. Other weapons include things like rockets, E-Cells which provide energy and decoys.





Above is your status screen which offers useful bits like percentage of Ghen killed. Hahaha!





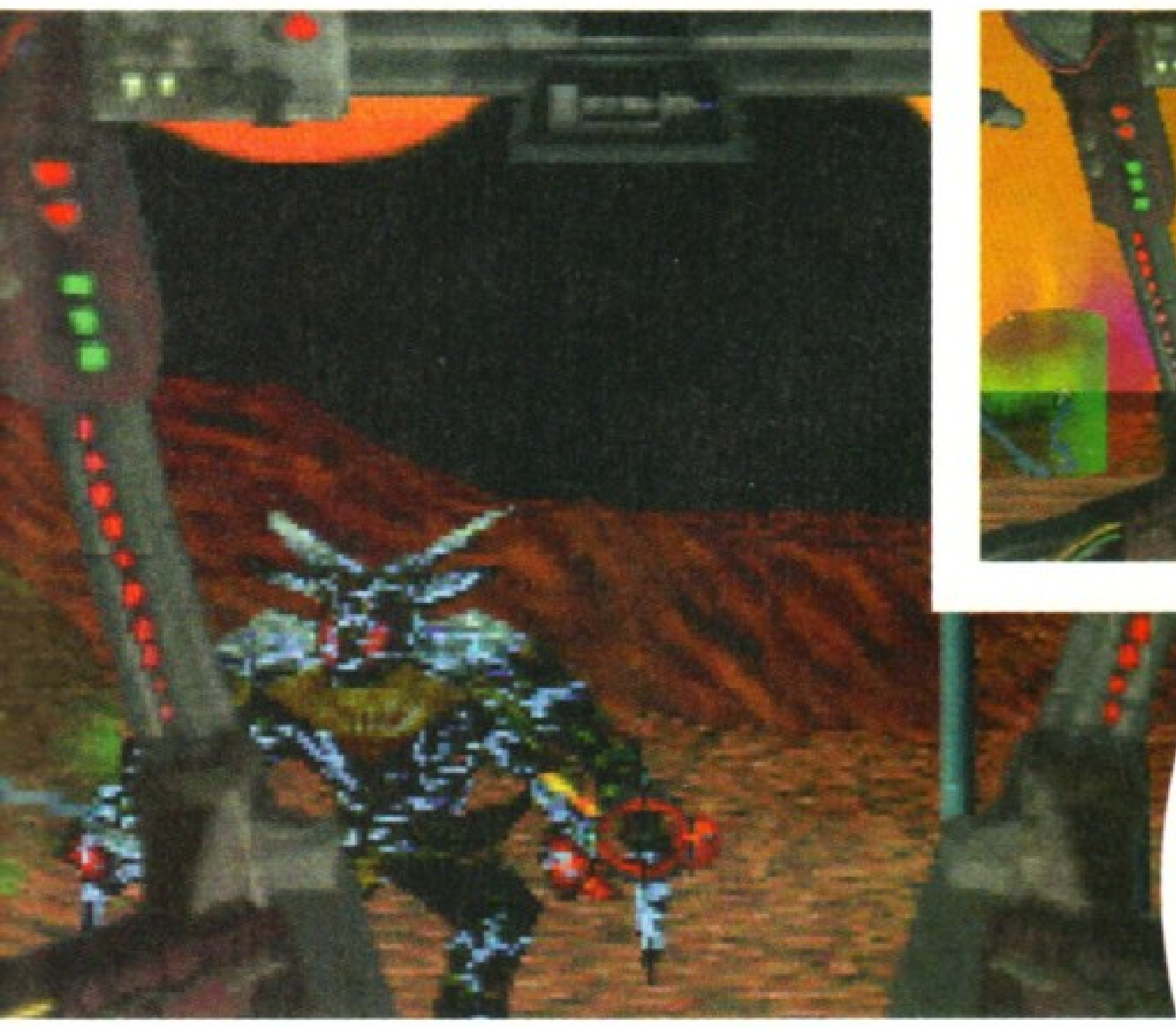
GO AHEAD GHEN, MAKE MY DAY!

Shoot 'em up — weapons. The two are entirely dependent on one another. Ghen War features plenty of them starting with the standard issue lasers which are in endless supply. This won't get you very far with the harder aliens though, so you'll want to make use of tracking missiles, grenades, mines and armour piercing rockets. There's even a decoy which those gullible Ghen will think is you and spend hours attacking in vain.

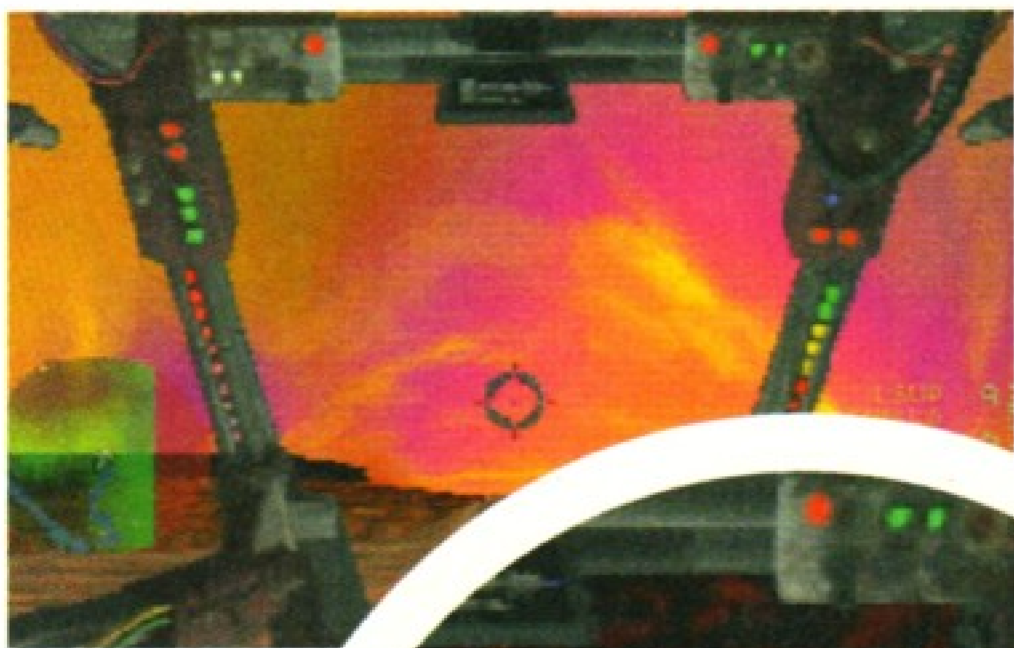


EYES ON THE VISOR

The action in Ghen War is viewed from behind the visor of your Hypersuit. This features displays that enable you to change your weapon, and check your energy and laser cannons. It also comes with an overhead map which shows a top down view of the terrain and also leaves a trail so you know exactly where you've been before. It also marks out enemies and power-ups.



Here's one of the ugly looking Ghen in the flesh. This chap is only a foot soldier so your standard fire is enough to sort the blighter out. Show no mercy!













HARD DAY'S NIGHT

As you progress through Ghen War the missions grow more complex. On the Moon stage for example, you first have to locate 20 E-Cells which you'll need to power up a nuclear detonation device. Then it's off to the MoonBase which has been taken over by the Ghen where much in the way of death should ensue. providing you're successful you then need to seal the hanger to prevent the Ghen's flagship from taking off!



This is a gate guarded by a force field. To de-activate it you've got to find the power source. Only then can you make your way through it and get on with saving humans.





This is a scene from the Mars mission. That tower is known as the Strontium Tower. The Ghen charge only £3.50 for a trip to the top where you get some of the most marvellous views of the Mars landscape while you wine and dine in the revolving restaurant. Alternatively you might like to blow it up.



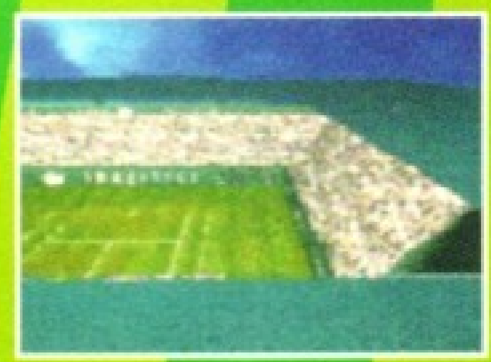


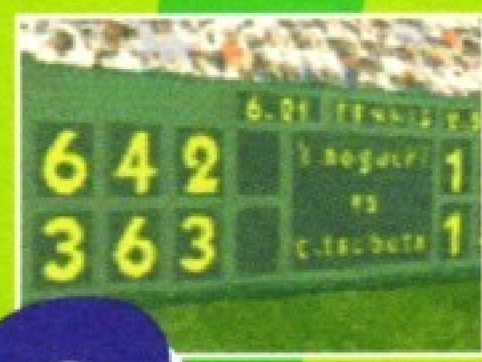


So here's your Venus mission. It's the place where you go to practice you know.

Pastels at the ready! The summer season is on the way!

Virtual Open Tennis





PUBLISHER	GAME STYLE	RELEASE DATE
Acclaim	Tennis	June 1996
ORIGIN	Originally programmed for the Saturn in Japan.	
ITS A BIT LIKE	Well, it's a bit like tennis really. You know, that game in real life. But there's nothing like this on Saturn at the moment.	

Ah, you can tell that the summer season is almost upon us. Why, even as we speak overweight Englishmen are parading high streets nationwide wearing little more than tight denim shorts, a pair of mock Ray Bans and a body speckled with purple goosebumps. What's that got do with you? Well, as we said, it's summer. And in gamespeak, this means sweaty joypads and deluge of new Tennis sims.

First of the bunch is Virtual Open Tennis from Acclaim. Actually though, it's hardly what we'd call a new game seeing as it was released in Japan around seven months ago. Why it's taken so long to be released over here is anyone's guess, but it's survived the conversion pretty much intact from the original game, although there's no extra features or anything like that. But then this is tennis – there's only so much you can "expand on the genre" and suchlike.



So, tennis. Surely there can't be anyone out there who isn't familiar with the basic concept of a tennis game, so I'm not going to another explaining the rules. If you don't know them by now it must mean you don't have a telly which means you don't have a Saturn, which means you shouldn't be reading this magazine really. But, if you are partial to the odd set or two, you'll be glad to hear that this is a two player game, and that there's literally hundreds of options to fiddle about with. There's three different courts to play on – grass, clay and hard, and three different modes of play – exhibition, championship and training, which kind of covers just about every possible tennis scenario possible really. But, just to jazz things up a bit, there's a choice of eight camera views, instant replay options, ten players with different abilities, stats on your playing abilities and erm, loads of realistic tennis sounds. Well, you'd at least expect that wouldn't you



This is the first tennis sim to appear on the Saturn, although there's a couple more on the way this summer, so the competition between them is going to be pretty stiff. This offering, almost finished, looks and plays pretty well, although it has to be said that on the graphics front, it's nothing *really* special – sure, there's your usual rendered players and all the nice bits at the beginning and everything, but there's nothing so far that actually jumps out at you, slaps you around the face a bit and plants a big juicy wet kiss on your cheek. But then this is a tennis game. And they've never been renowned for their graphical excellence in the past, yeah what the hell, it's the gameplay that darn well counts. Which is good because this plays rather well indeed.

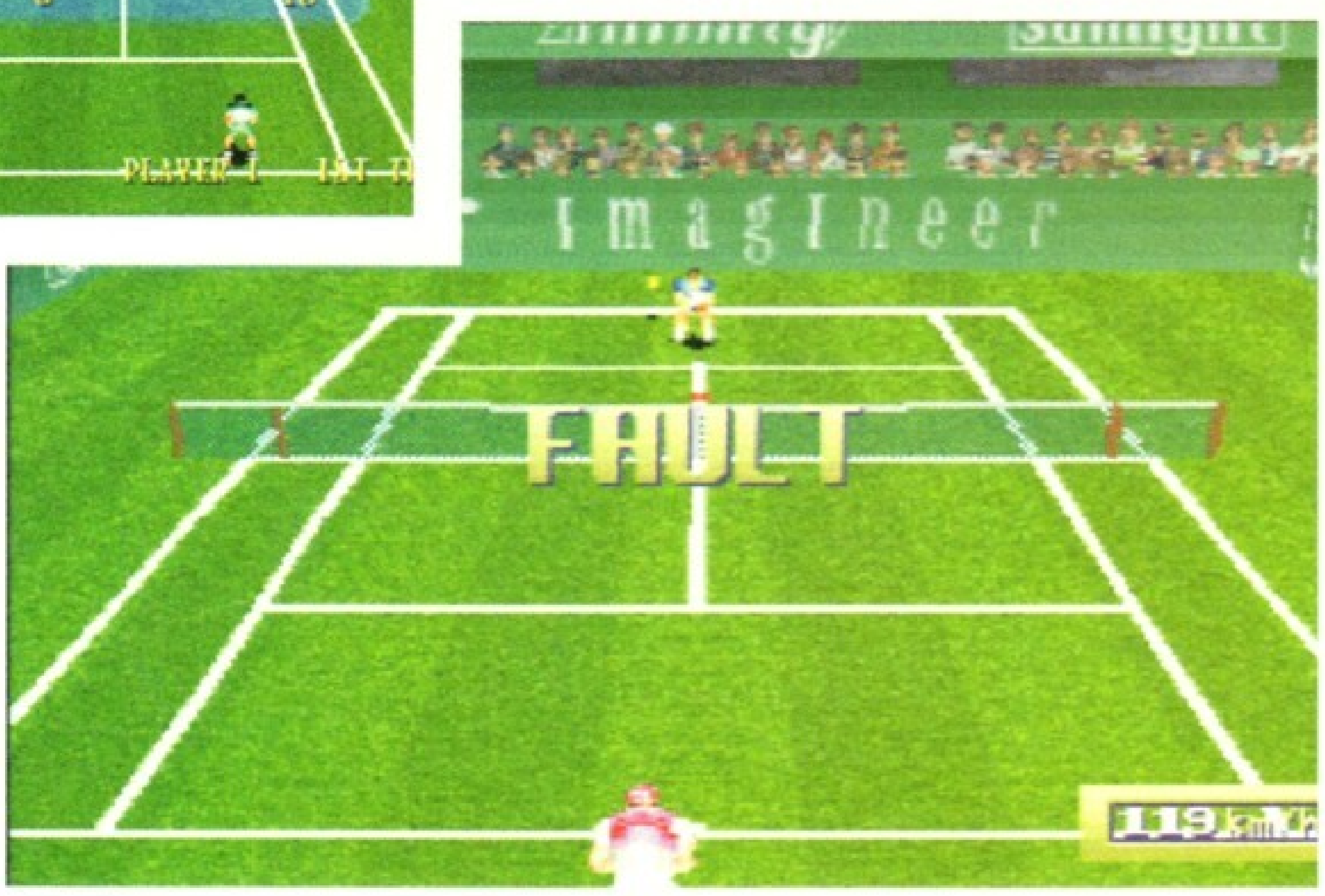






As we mentioned, this game is almost finished, and to be honest, there's not much more that could e added at this point and besides, this has already been released in Japan. What the heck – a review next month.





CONTESTANTS READY!

So, who do you reckon's hardest? Is it Fox from America or Lorenzo from Spain? Well, seeing as you can pick any of these characters, I don't suppose it makes much difference really. But it is quite nice to have a little bit of variety on offer. Of course, all the players have different styles and each has their own set of preferred smashes and lobs and the likes.









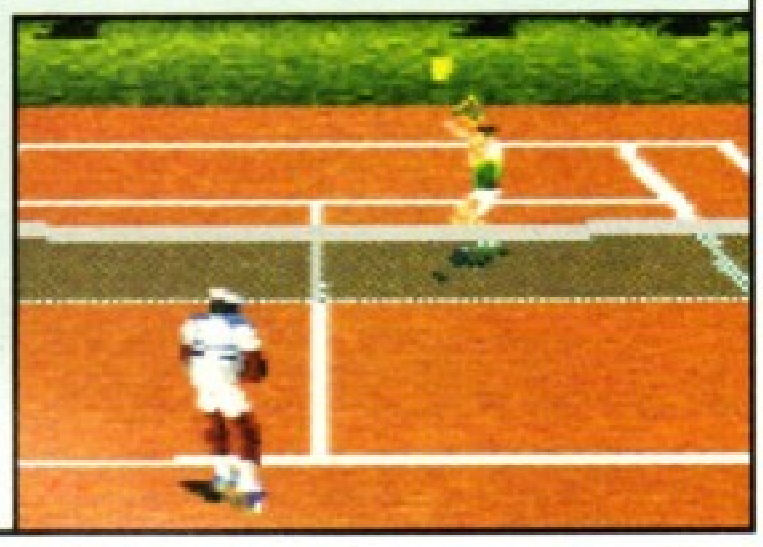
Fifteen - Love. that's what they say. And with tennis love is always in the air!

ORDER!

Just like in real life, there's more than one way to play tennis in this game. You can choose from hard, grass or clay courts, and the speed and style of the game differs depending on the surface. Tennis domination will hang in the balance unless you master all three.



On the hard court the ball is much slower.











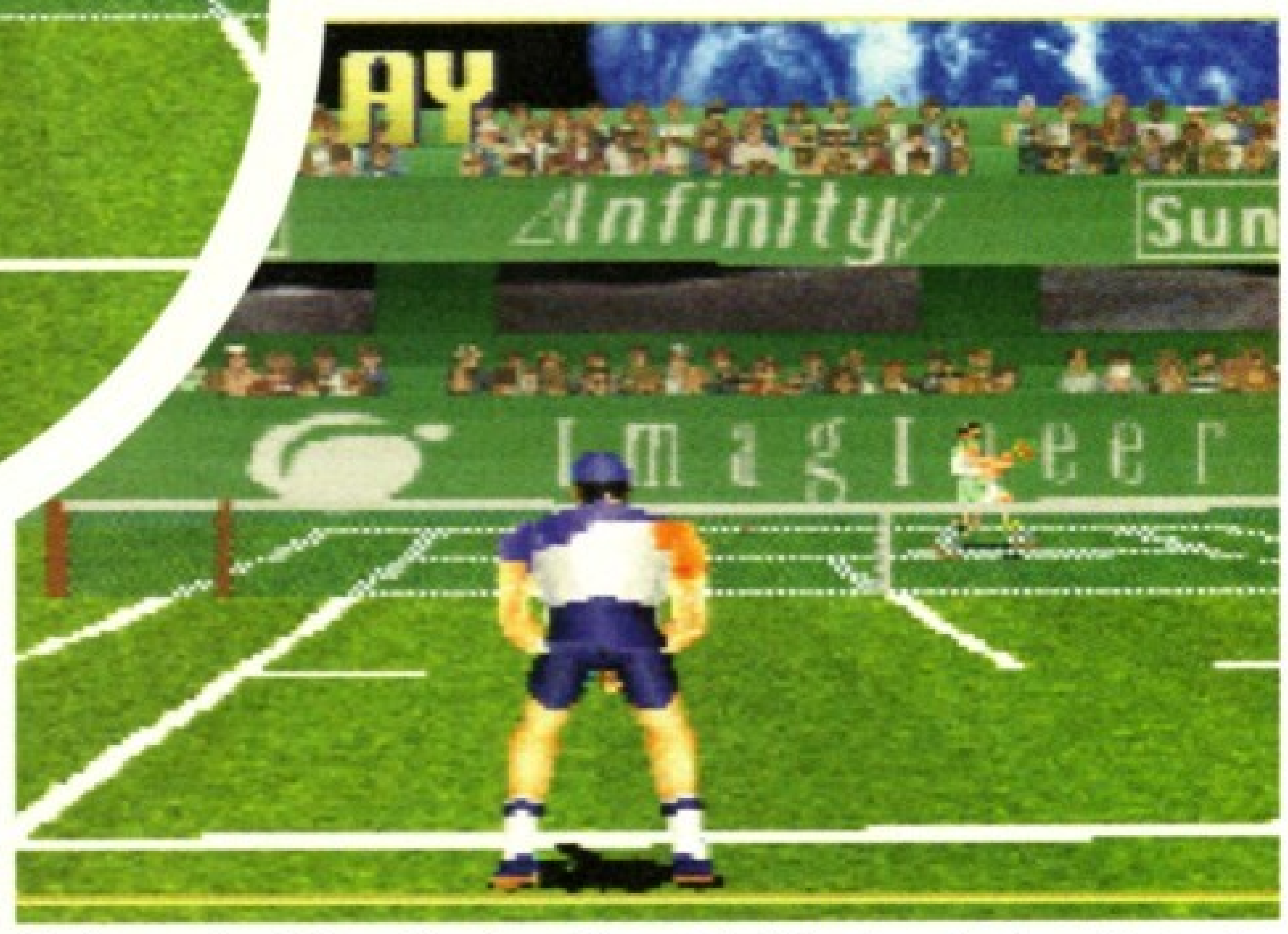


Little did you know but there is a tennis cult that only plays when a huge earthly like planet appears on the horizon.



...And he saw the court and he said 'Let there be tennis', and there was, and it was good.



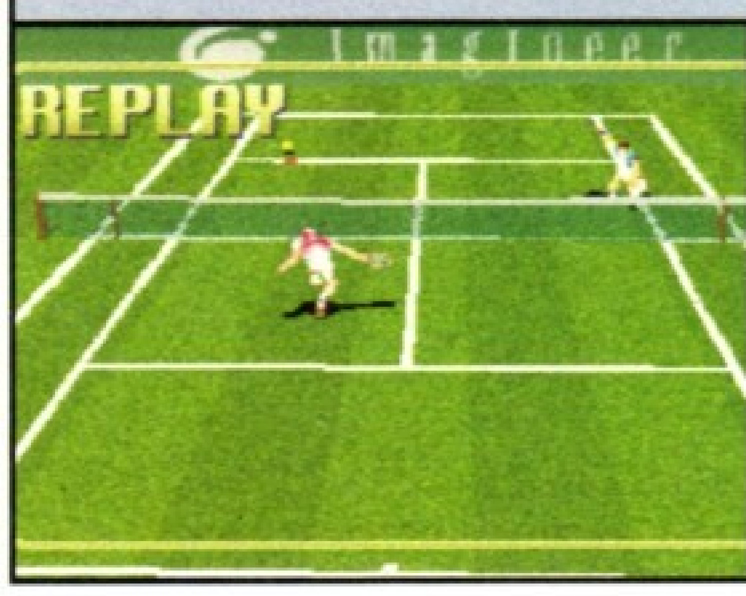


Here's a replay of the action viewed from behind the player. Looks pretty good doesn't it. But whatever happened to regulation whites I'd like to know.



AND OVER TO THE REPLAY...

If you don't believe that the ref could have possibly called an out on your last shot, why not consult the action replay for the final decision. Actually, you don't have much choice, as the game does it automatically on every single shot.







Road Rash

The EA classic returns!



This guy looks a lot like our Rad when he turned up on EMAP's doorstep years ago.

PUBLISHER	GAME STYLE	RELEASE DATE
EA	Racing	TBA
ORIGIN	The old Sega Mega Drive game .	
ITS A BIT LIKE	Hang On GP '95 without the violence.	

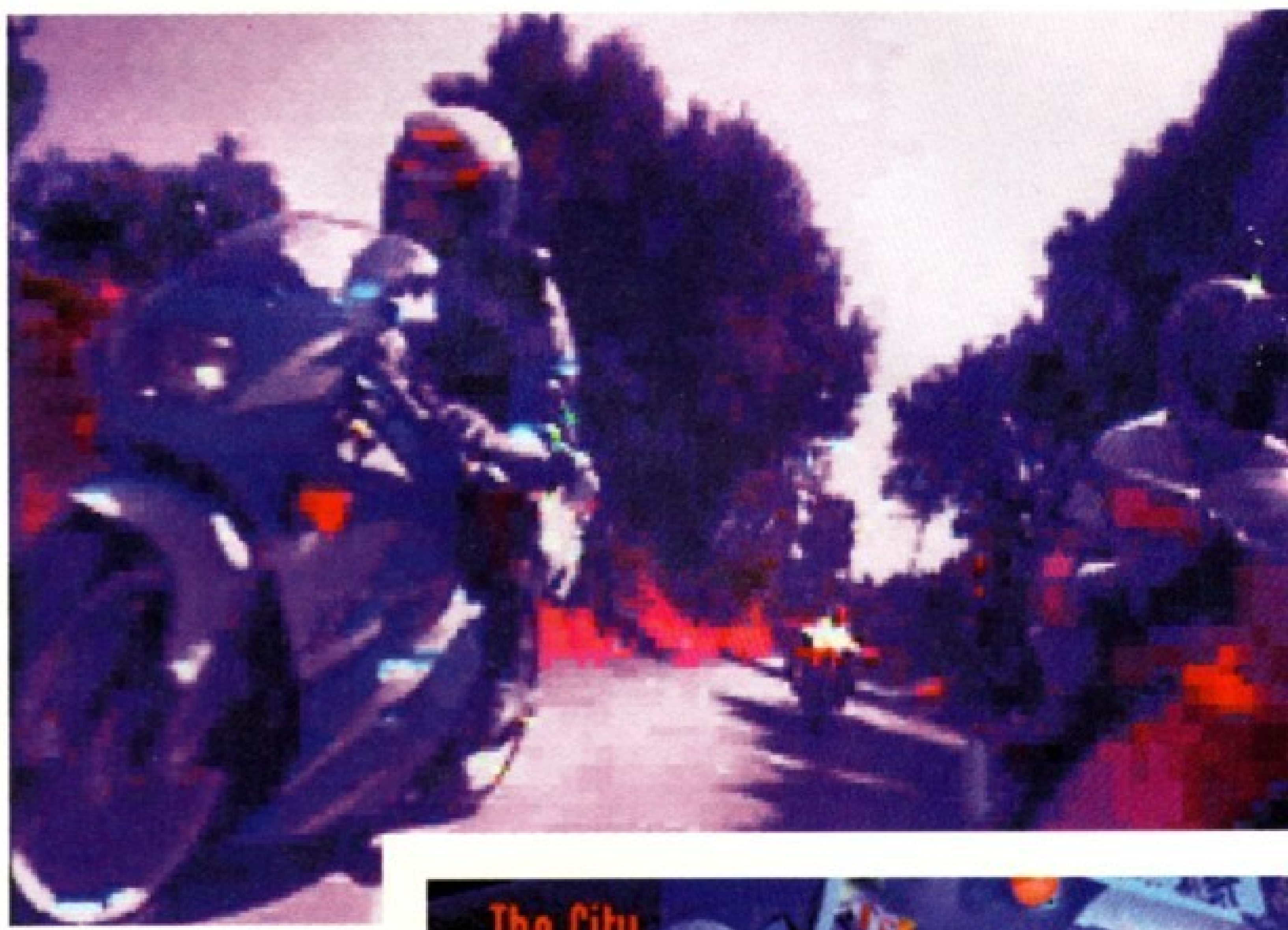
Those of you out there who have memories enough to think back to 1991 could no doubt wax lyrical about about your favourite games of the time. Among them might be the EA classic Road Rash, the game where you join a band of dysfunctional bikers and take to the open highways to beat each other up. Since then it's been through a a couple of sequels on the Mega Drive and had a brief outing on the Mega-CD, the popularity of the game remaining largely constant.

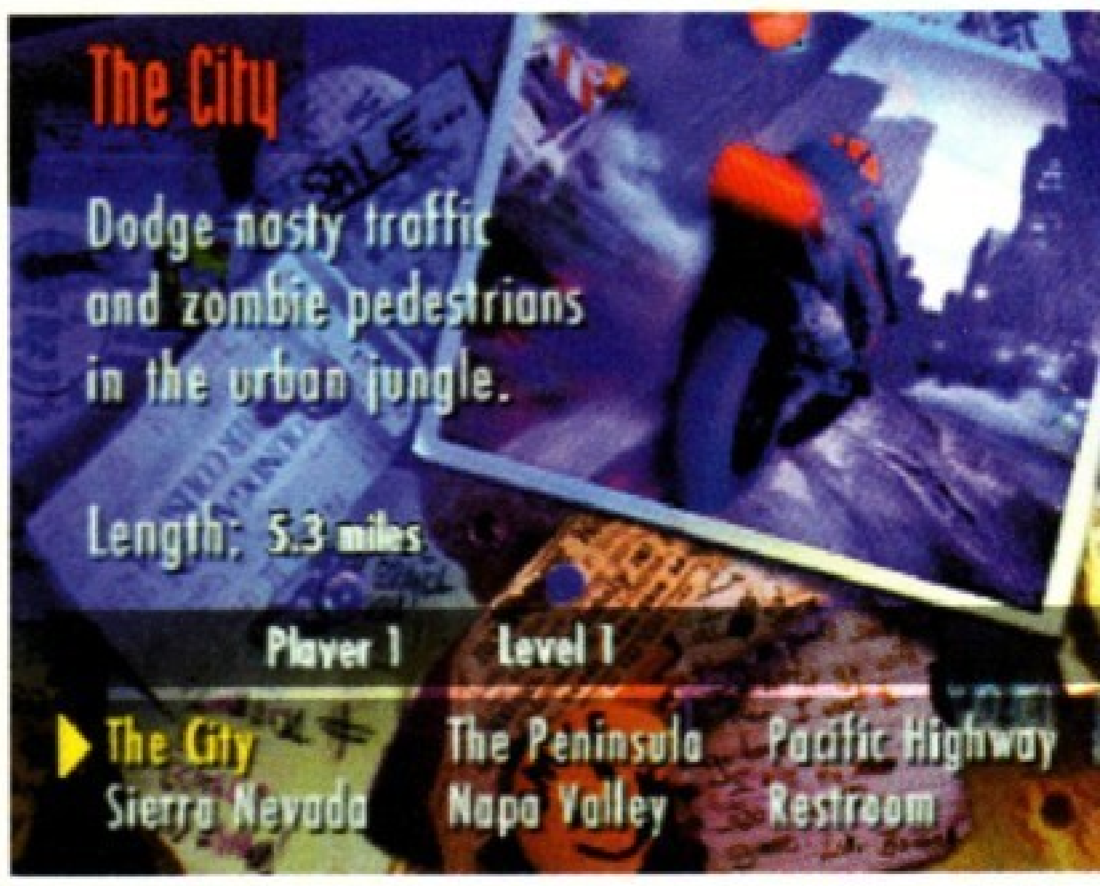
For those of you not familiar with it, it is at heart a motorbike racer that sees the competitors revving about a variety of urban, country and desert landscapes. Unlike usual motorcyclists though, they're not doing it only for the privilege of being the fastest on the circuit. They're in it for the money as well which means gentlemanly conduct goes right out of the window. In the battle for first place the 'any means necessary' motto is validated by the amount of kicks, punches, and even the use of the odd club or chain that leaves many a rider sliding along the tarmac suffering from extreme chaffing or, as the title goes, road rash.



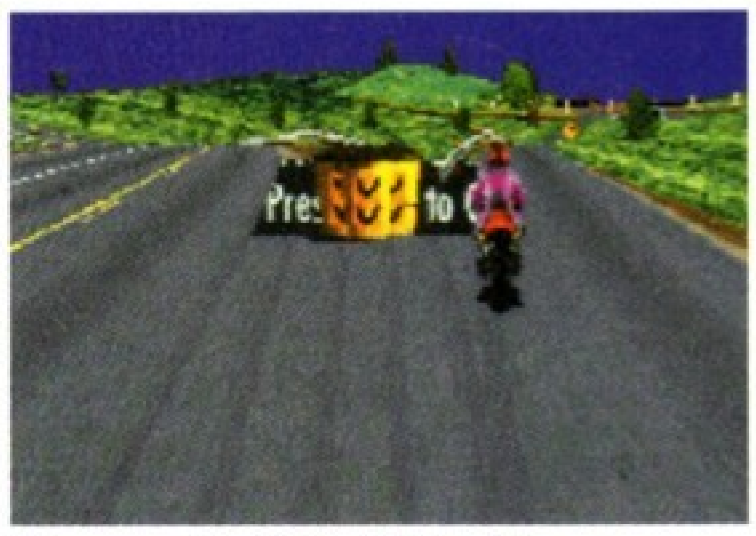
Because racing takes place on the public highway there are irritating things like cars to negotiate. Misjudge things and you'll find yourself going over the bonnet. Another obstacle likely to slow you down is the highway patrol with its Eric Estrada types donning mirrored glasses and trying to slow you down enough to arrest you. As your racing skills improve and your bike with it, you can start to step up to a better standard of race in the challenge for ultimate grungey-biker-speedmeister.

We've still to give Road Rash the full throttle review treatment, but with the help of a few nostalgia junkies it looks set be quite a success.





You'll notice that some of the courses in the new version of Road Rash are like the old ones, but there are also some new ones like the city where you wizz by the urban landscape.

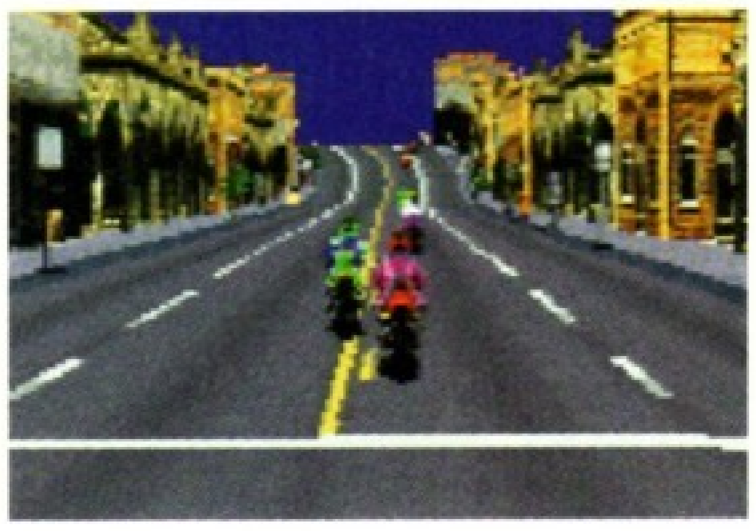


This way or that? Road Rash offers you a choice of routes, the best being the one where you won't get beaten up.



Motorbikes. They're quite nice actually, and fast too, and they feel very very nice between your legs. Apparently.

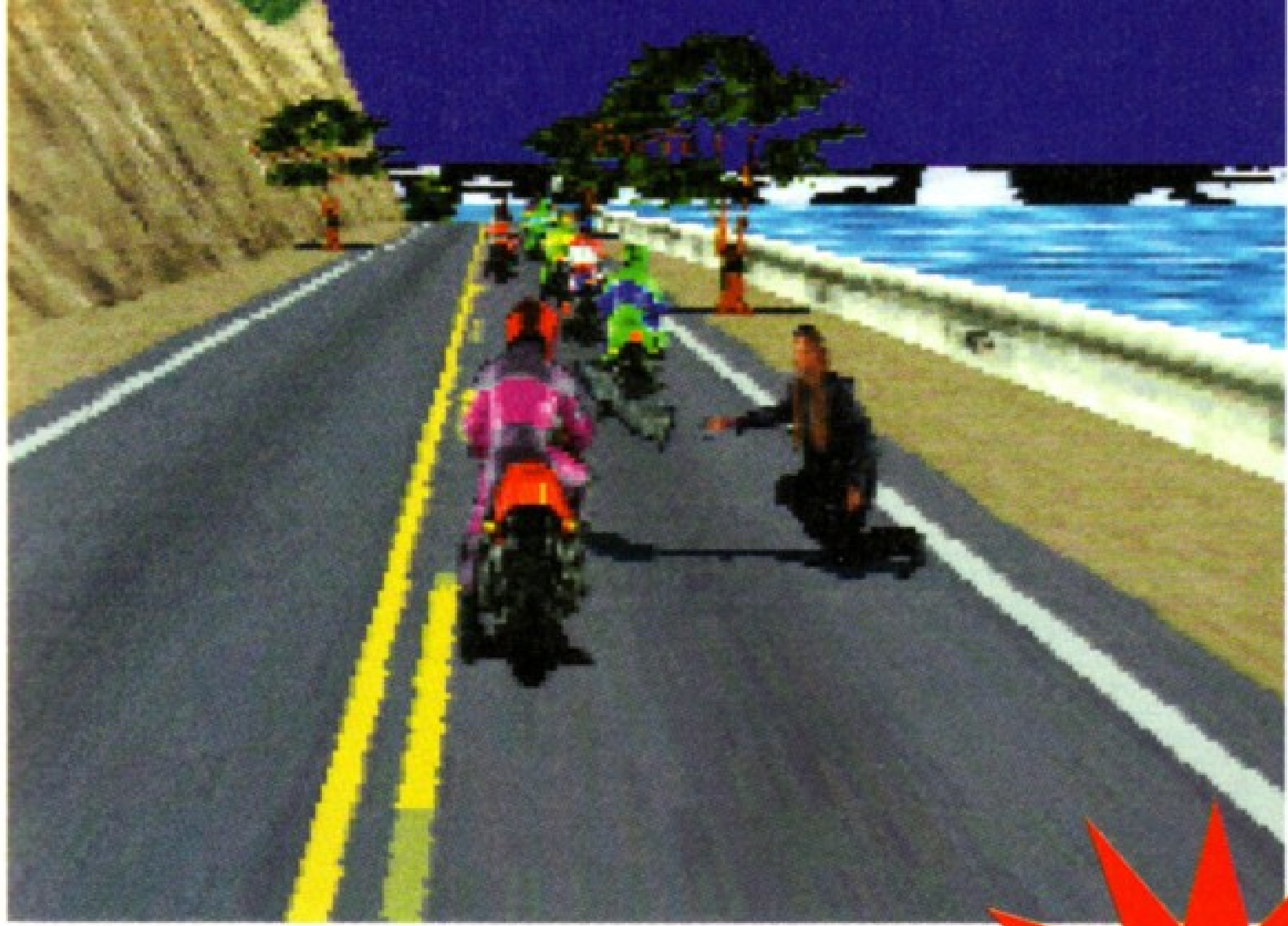


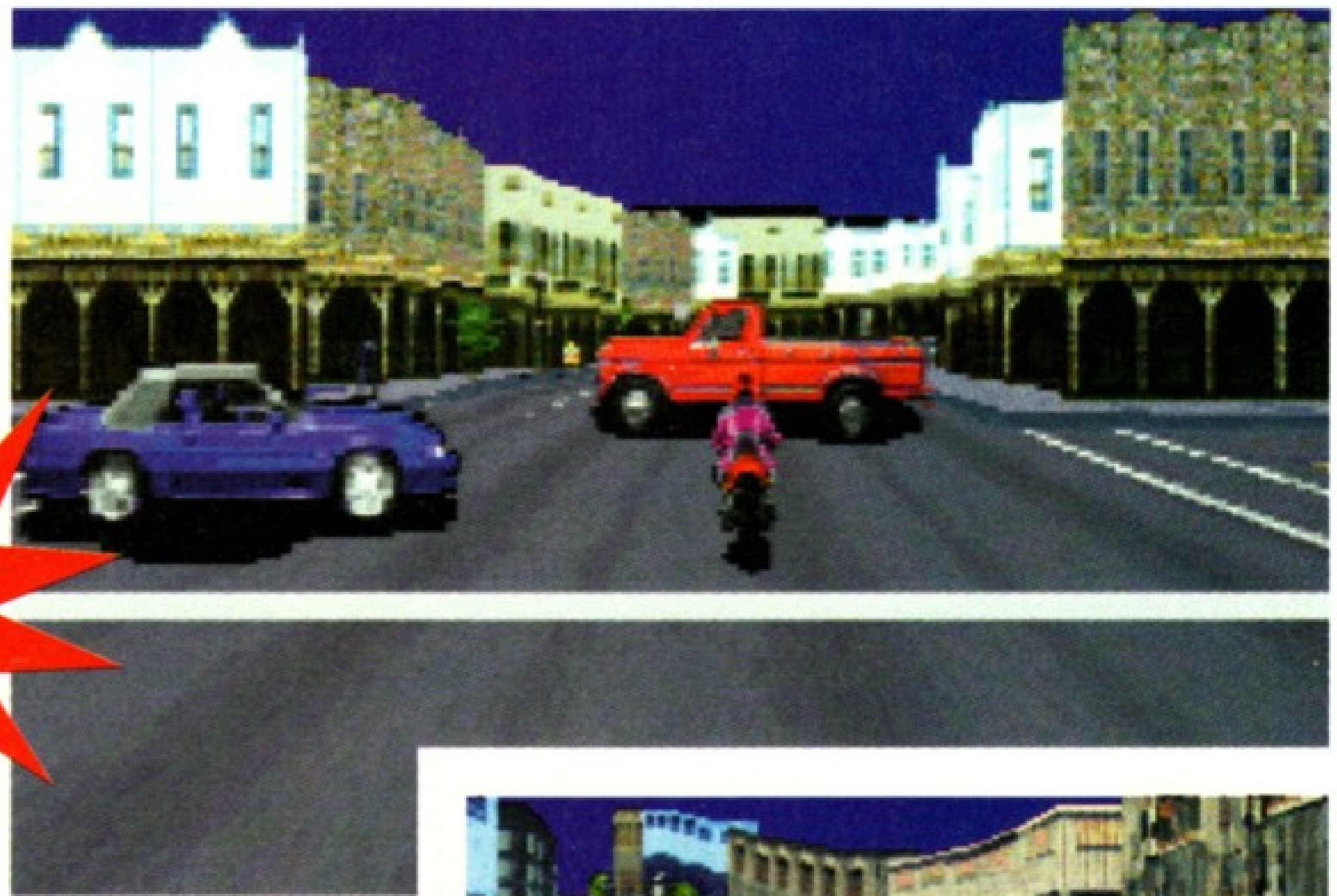


HEAVY METAL THUNDER!

Road Rash has been getting more grungy as it's progressed, and its arrival on the Saturn sees the introduction of some genuine bands of the indie thrash and American grunge variety. In the jukebox you'll find Soundgarden, Therapy?, Swervedriver and a few others to keep you rocked while you go about causing all kinds of alternative culture mayhem. Should have had that David Essex track in there as well but nevertheless, bally banging ole' boy!



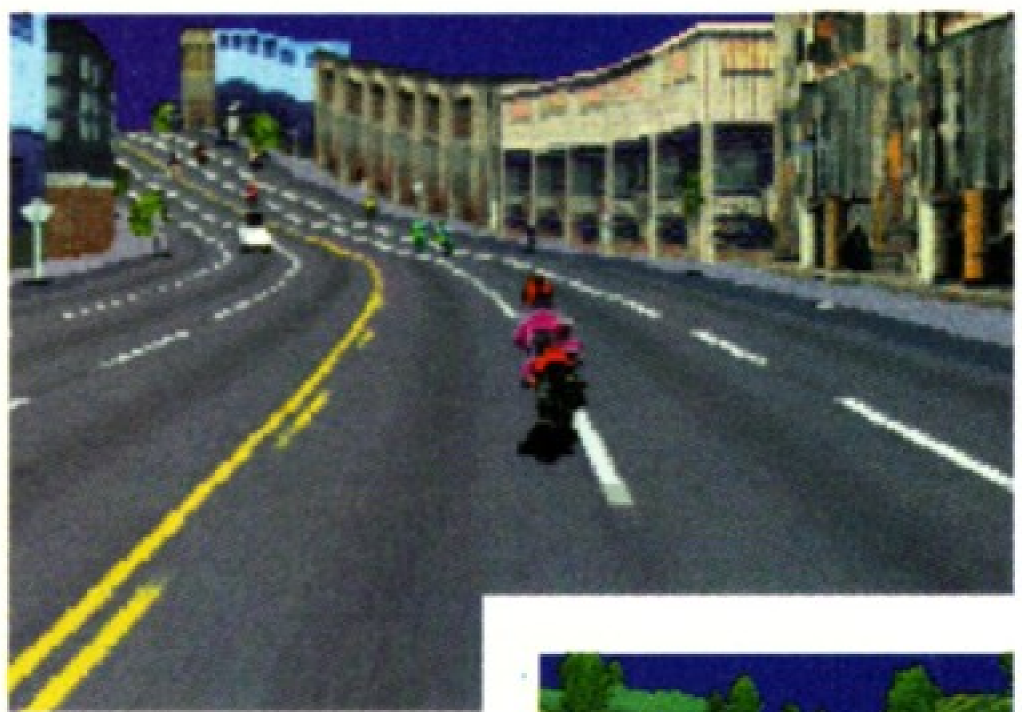




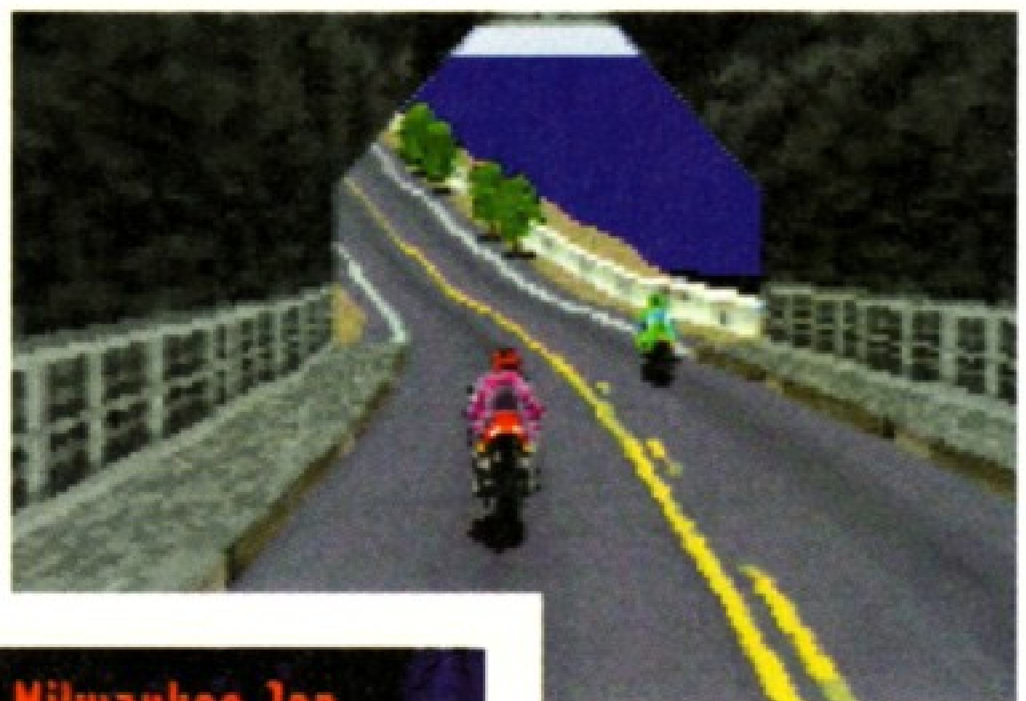
Now if this chap isn't careful he's going to end up flying right over that pick-up truck. Kill your speed!

MEGA SATURN

Obviously this is far from those Mega Drive Road Rash days although it's important to remember that the essentials of the game are the same which is a good thing because that's what made it such a good laugh to play in the first place. The improvements are naturally in the more detailed graphics and the slicker animation, making those fights and crashes look all the more entertaining. Another change comes in the shape of the characters who are all new. Bye bye Natasha, Slater and Viper and hello Slim Jim, Teflon Mike and Axle. I think I preferred the old names actually.





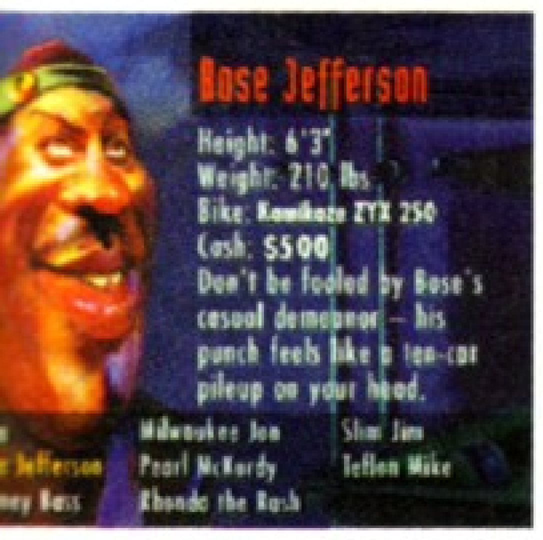


A hitchhiker is rudely ignored by the filthy bikers.





One of the bikers takes a jaunt through the desert.











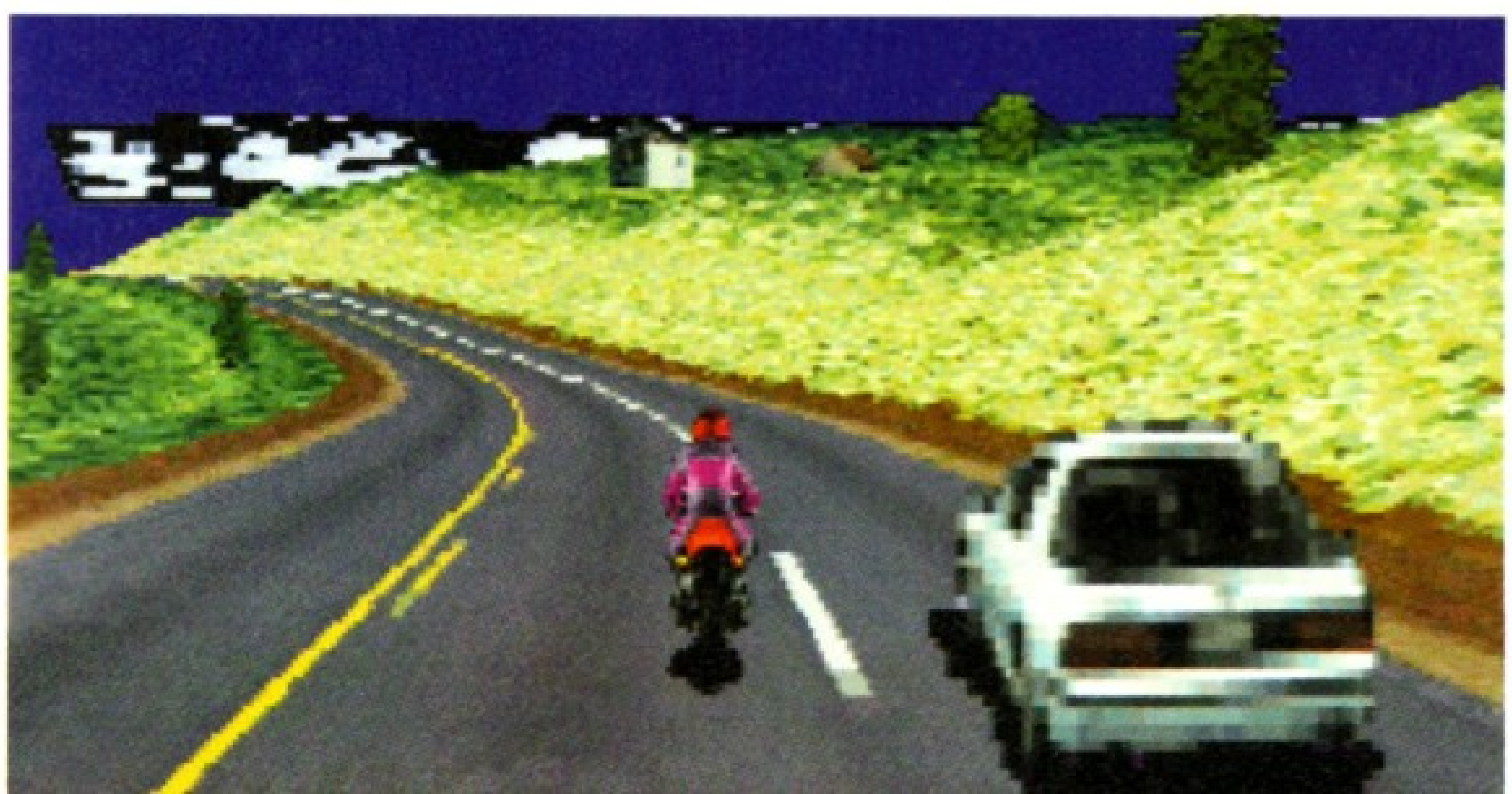
A biker experiences some severe chaffing on the open highway.



Lots of crazy names and hardcore alternative culture going 'daaan' in the area.

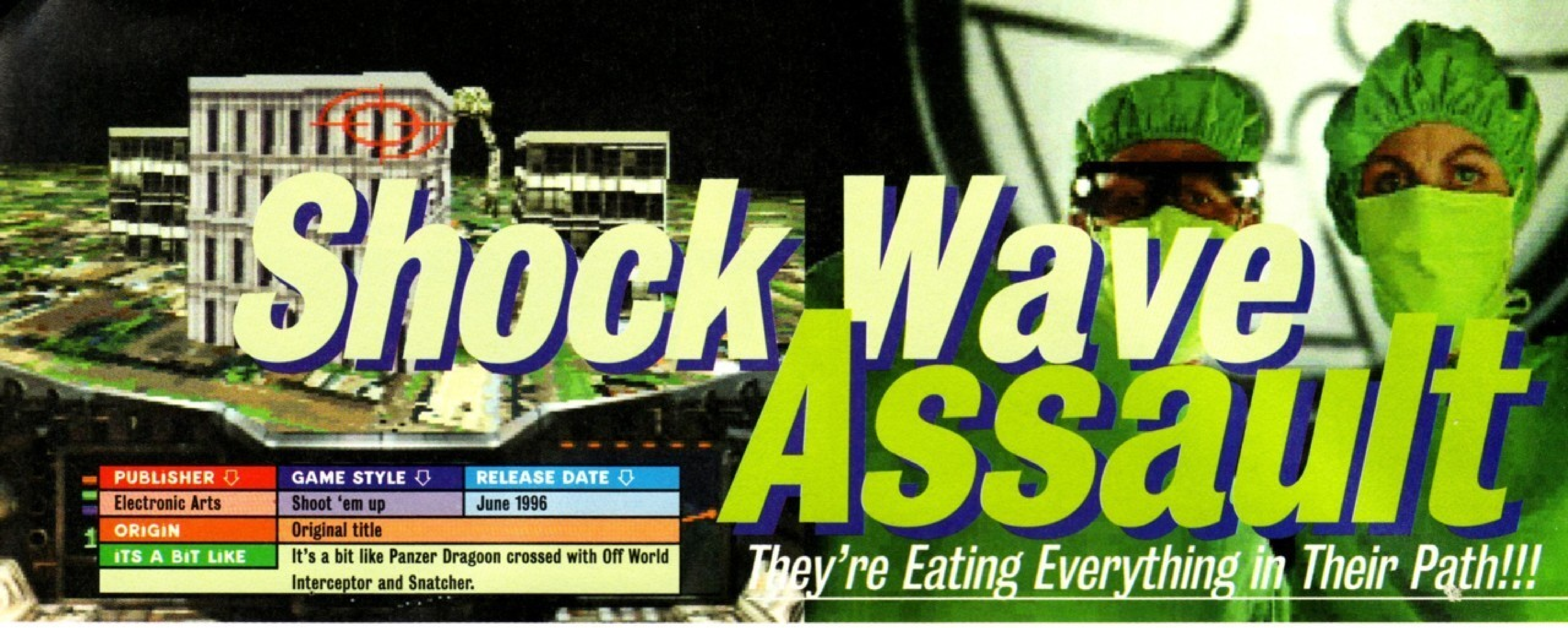
CASH MAKES SMASH!

Depending on where you finish in a race you'll be awarded a certain amount of cash. Obviously first place will earn you the biggest cash reward and it gradually diminishes until the tail-enders come away with nothing. There's only one thing you'll do with your money and that's spend it on a better bike. Players start out with what are known as 'Rat Bikes', the cheapest end of the market and basically disposable after a few crashes. The drawbacks are of course that they don't handle particularly well. However, before very long you should be able to upgrade to one of the 'Sports bikes', far more powerful and a bit more durable to boot. But for the connoisseur with plenty of cash to spend, the 'Super Bikes' are the ideal purchase. These are the fastest in the range but be warned; crash and you won't have a backside to sit on!









Shock Wave Assault

They're Eating Everything in Their Path!!!

PUBLISHER	GAME STYLE	RELEASE DATE
Electronic Arts	Shoot 'em up	June 1996
ORIGIN	Original title	
ITS A BIT LIKE	It's a bit like Panzer Dragoon crossed with Off World Interceptor and Snatcher.	

A couple of years ago a game called Shockwave Express hit the PC. It had absolutely nothing to do with this forthcoming release from EA, and perhaps we should be glad for this. Not just because of its meagre cyberpunk storyline, but because of the license which spawned its creation. As the title suggest, this was Wella Shockwaves, a popular range of hair styling products who obviously wish to create a cyberpunk-y image for themselves. Of all the things in the world to inspire a video game, hair gel is a bit of a surprise. I mean, if you were a programmer, it would have to be near the bottom of your Things To Write My Game About list, somewhere just above earthworms and hedgehogs. Fight the evil forces of wind sweep! Combat Flaccid Follicle Syndrome! Or not!

Luckily EA are a bit more picky about their sponsorship alignments, and until FIFA or the NHLPA release their own styling range (surely not too far away) we're saved from such embarrassment. This Shock Wave, of the Assault variety, is resolutely cash-in free and looks to benefit from this.



It's a so-called interactive science-fiction movie. But before you start running for cover screaming "No! Not another interactive movie, I can't take it any more!" we'd best mention Shock Wave is very arcade-centric plus, and I quote from EA here, features "3D graphics beyond anything seen thus far in home entertainment software". Yeah, I know we've all heard that one before, but take a look at the screenshots in this preview. Looks pretty nice, doesn't it? EA have forsaken the usual formula for "interactive movies" by concentrating the gameplay on a first-person 3D shoot 'em up. This is interspersed with real-time FMV clips to keep you up to speed on the plot, which has a direct effect on the course of the game.

This plot has been dreamt up by an allegedly award-winning novelist/script writer, the identity of whom we're a little shaky on at present. But EA reckon he's come up with a horrifying vision of the future (2019 to be exact), when the Earth is invaded by marauding aliens and their war robots. So obviously the award-winning writer responsible for Shock Wave must be none other than the mighty HG Wells, who'll have based it on his masterpiece War of the Worlds. That's a bit of a coup for them – he's been dead for forty years.

Anyway, there is a glimmer of hope for mankind in the shape of the UNS Omaha, an aircraft carrier orbiting the planet *in space*. Obviously the aliens neglected to destroy anything at all on their way down to the planet (communications and military satellites, orbiting nuclear weapons etc), so a hasty counter-attack is launched from the bays of the Omaha. And you, Johnny Pantseats, are heading up the operation.

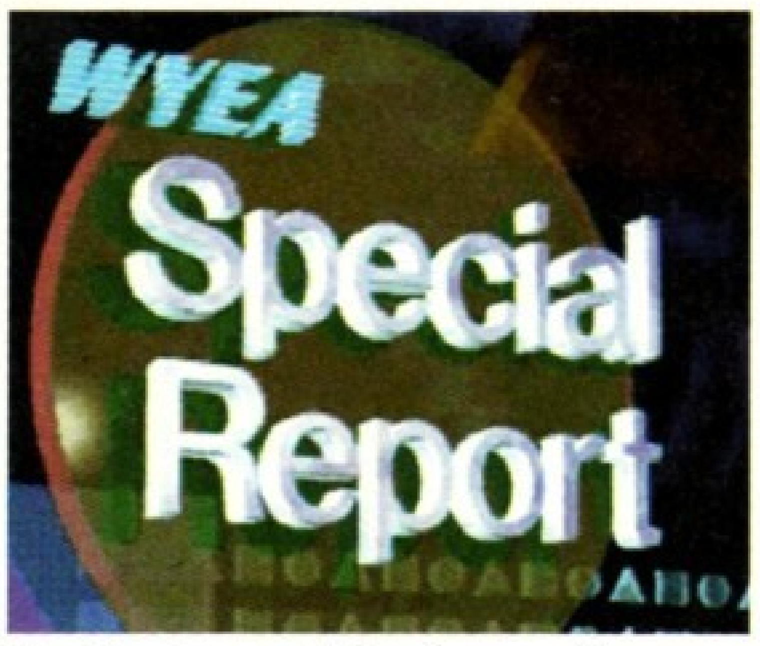








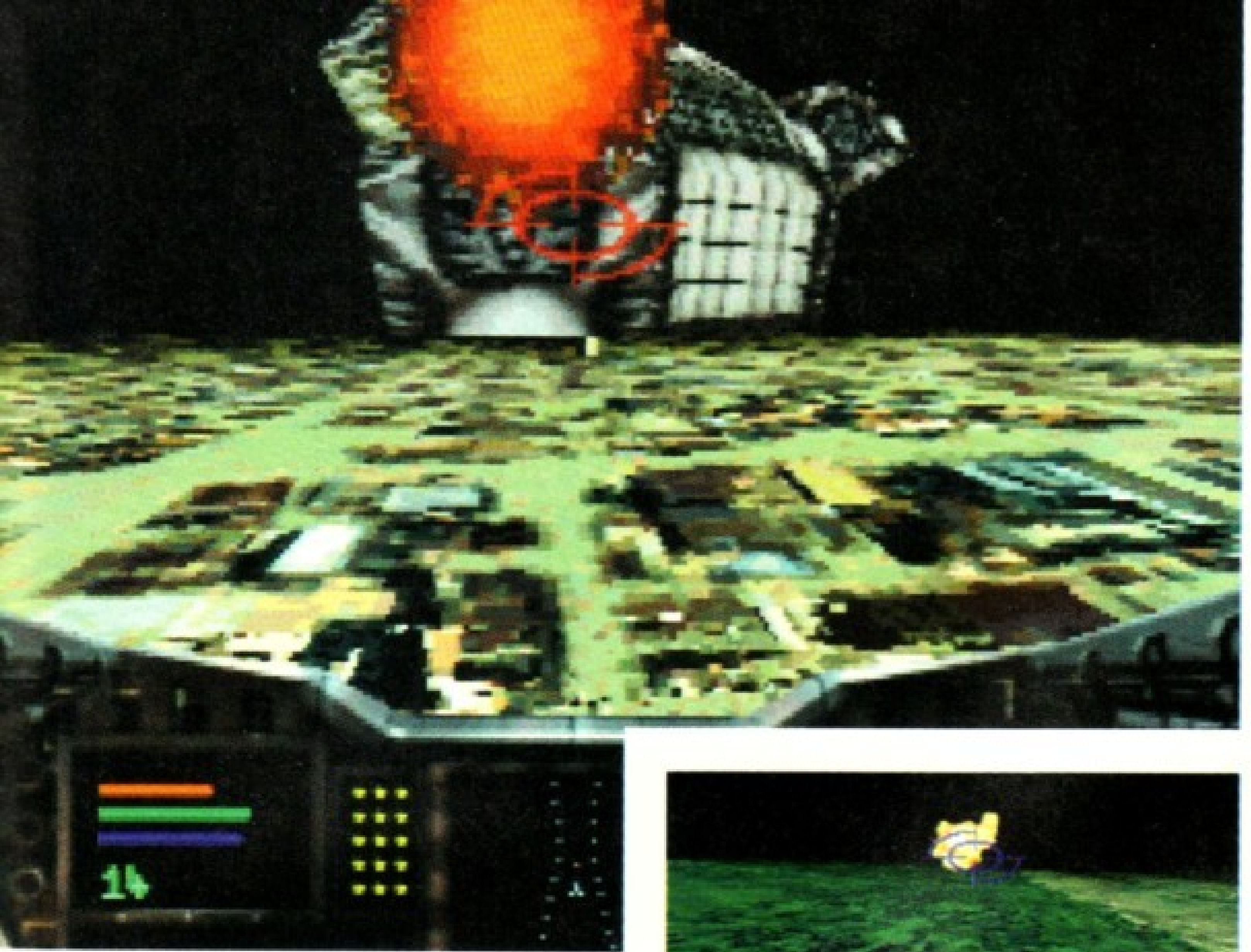
This looks not unlike the assault on the Death Star from Star Wars. But it isn't. It's a raid through an alien-infested city on Planet Earth. Save your home town, Billy Bob!



The pics above and below showcase the news reports which act as a plot precursor to the alien invasion. Daniel Barton is not real.









ALIENS! FAAAHSANDS OF 'EM!

The thing with alien menaces is that once you've seen them off our extra-terrestrial cousins learn their lesson and are loath to return, meaning an end to your gaming. But this isn't so with Shock Wave Assault, oh no no no. Shock Wave Assault comes packaged with the data disc Operation Jumpgate, featuring a further twenty levels of planet-annexing action. You see, this time the aliens are massing on the edge of a black-hole induced teleportation gate in space, and it's your job to sort them out once and for all – by leaping through the rift and taking on the whole fleet single-handed. Lucky old you.



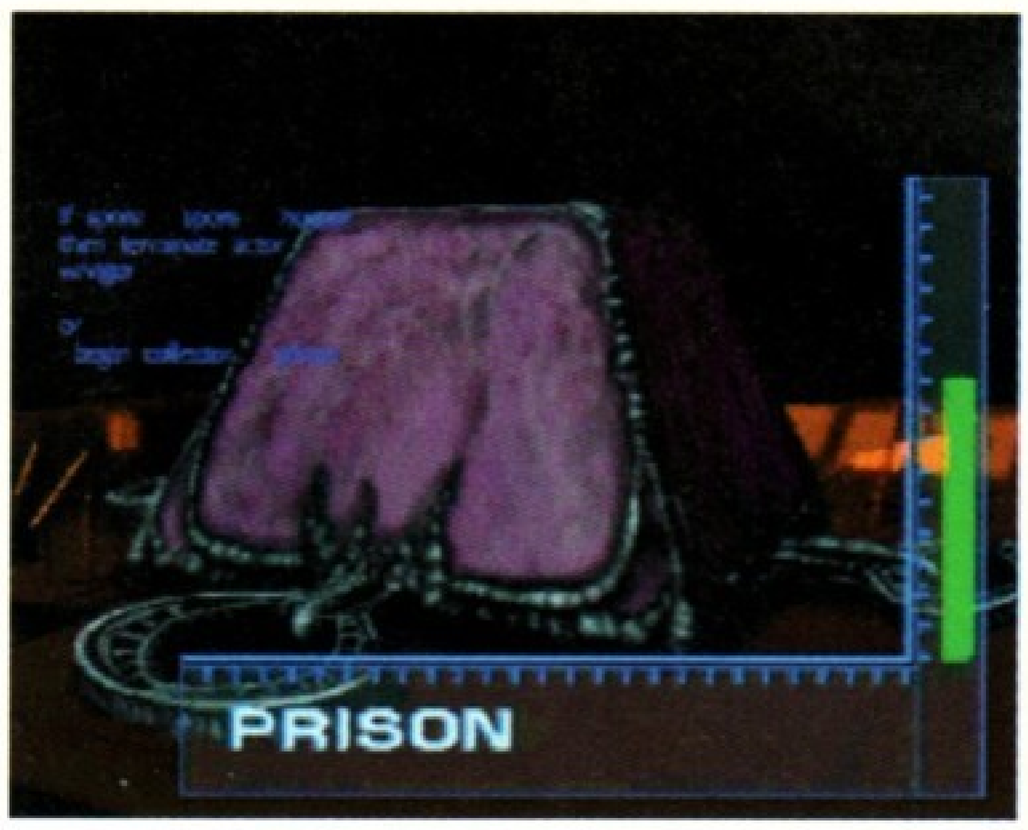




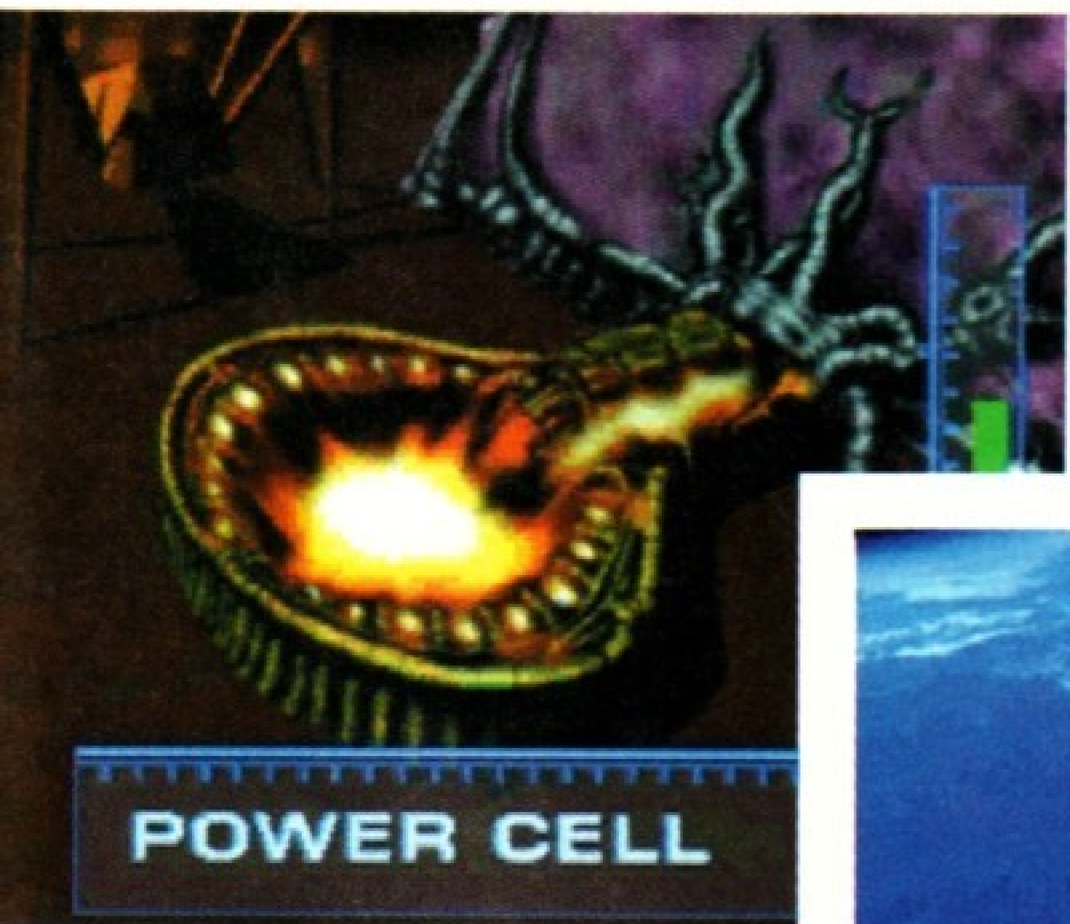


That thing in the top left of the screen is an alien invader. Sadly, as happens in wars, no matter how appreciative you are of your enemy's beauty, they must still be destroyed. Man.

Below: This is what you can expect from your prison of the future. Simple and classic, it's inspiration is the late 20th century cake tin.







Lord knows what this power cell does, but it must have some sort of importance to the game. We'll tell you in the review. Maybe.





SHOT TO THE GROUND

Shock Wave Assault, in its quest to be a very nice looking game indeed, utilises a process thus far seen only in flight simulators on the PC. In order to achieve as realistic backgrounds as possible the producers have digitised rucks of real-life aerial photographs and texture-mapped them onto the floor. Who knows, your own neighbourhood may be threatened by the alien menace if you look hard enough. If you're from America which is probably where the photos were taken.





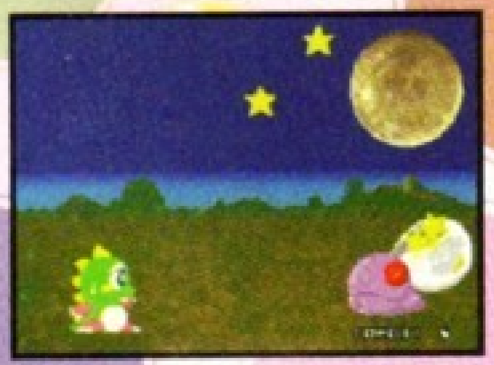




Even better than 3D Ant Attack, its...

Puzzle Bobble



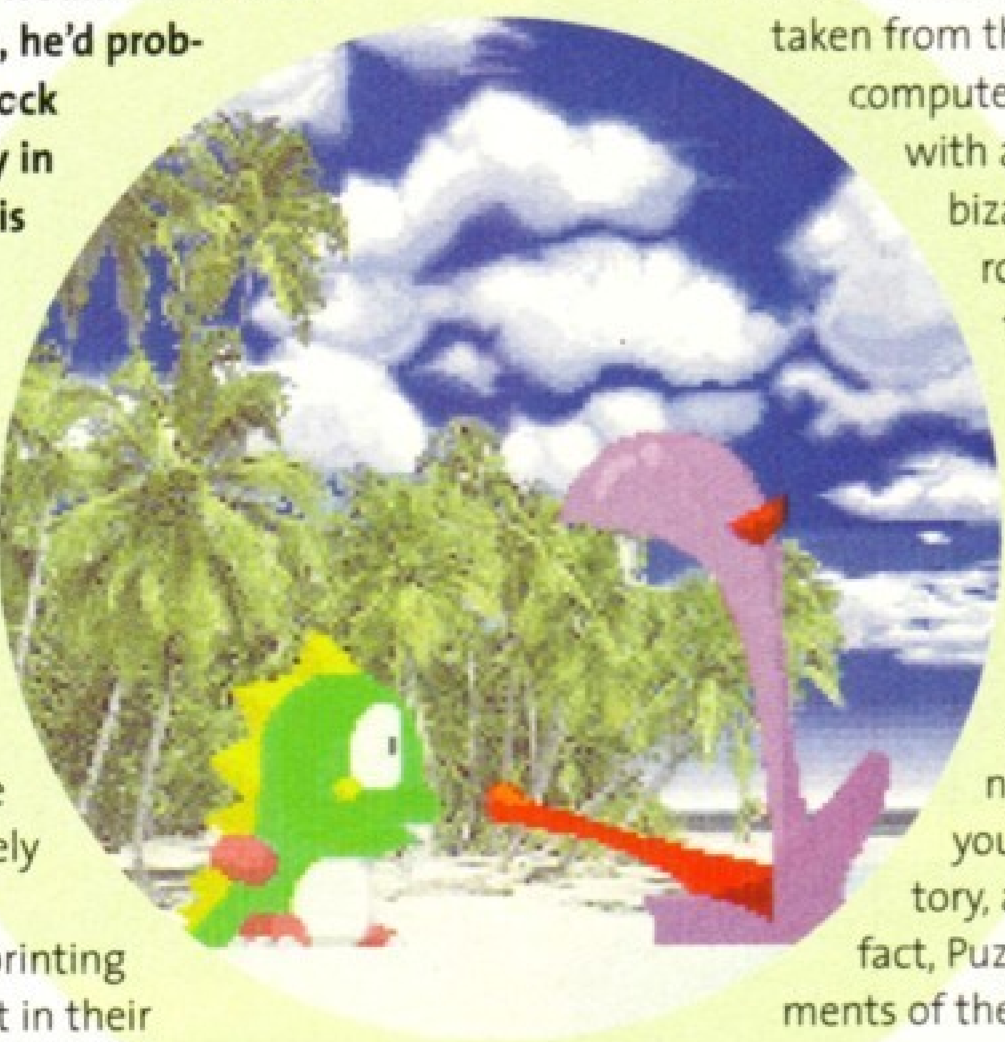




Ooh, it's really weird writing captions sideways. It's maaking me feel a bit dizzy.

PUBLISHER	GAME STYLE	RELEASE DATE
Acclaim	Puzzle	June 1996
ORIGIN	Based on ancient Bubble Bobble characters	
ITS A BIT LIKE	An upside-down Mean Bean Machine	

If Jeff Thingy from the Clothes Show had his way, doubtless there'd be no Bobble games at all, given his current TV crusade against "bobbling" in his washing powder adverts. The heartless get. After all, bobbling is a peaceable pastime practised by cute little dinosaurs, who blow bubbles out of their soapy mouths. In fact, given the frothy qualities of these powders, you'd think whatever brand he's touting would make bobbling <I>worse<P>. Mind you, he'd probably approve of the bright block colours which feature heavily in each of Bub and Bob's (for it is they, stars of the Bobble genre) outings.



But this doesn't concern us today. If, of course, he were to start some kind of fascistic anti-Bobble movement, marching against friendly dinosaurs and burning their effigies, we'd have more to say on the subject. In fact, it's highly likely we'd mount some kind of counter-publicity offensive, printing posters for our readers to put in their windows saying things like "Free the Bobble Two" or "Justice For Bubble Dinosaurs". For now, though, whilst an atmosphere of placid opposition exists, we'll just tell you about the new Bobble title, called Puzzle Bobble.

Puzzle Bobble has been around for a while on various other consoles, where it's garnered applause and declarations of romantic love from the press of many countries. Now it's time for the Saturn to be blessed with a manifestation. It's a bit of a departure for the Bobble lads, given that their original outings have been platform-based. But these fine efforts aren't going to reach 32-BIT for a while yet, so forget about that. This title is a split-screen arcade puzzle title which pits the player against another human or a series of ultra-cute foes, most of whom are taken from the previous Bobbles. These computer opponents are introduced with a short and word-free bizarro animation before each round, which are uncharacteristically funny for this kind of thing. From here a bizarre match of wits and reactions commences. It's one of those unpredictable games played head-to-head, where great success on the part of your opponent can totally screw up your plans and chances for victory, as we mention elsewhere. In fact, Puzzle Bobble has all the elements of the perfect puzzle game formula. It would appear the only stumbling block standing in its path to glory it the possibility of a poor programming job on the conversion tip. Rest assured we'll put either your minds or the games chances of sales success at rest in our review next month.













It might look simple enough, but Puzzle Bobble is actually demonically diabolical to play. And this little girl character might look like a pushover, but she's rock hard at bobbling.



MY BRAIN HURTS

You might think there's already enough brainwork in Puzzle Bobble to justify the P-word prefix, but that's where you'd be wrong. So concerned are the producers with fulfilling their trade description they've included a second one-player mode, called Puzzle Game. You're presented with a prearranged gamut of bubbles, and your job is to blast these off screen as quickly as possible before the ceiling starts to lower itself. The first few bubbles you're given are generally perfect for doing the job, but if you mess up your initial moves, progressive bubbles just serve to mess things up. One for the intellectuals.







BUBBLICIOUS

Usually Bub and Bob are known for making bubbles. In this game they have to destroy them. Although they make them too. Your dino is equipped with a kind of harpoon gun, which fires bubbles of several different colours up the screen. In order to rid the world of these bubbles you need to line up three or more of the same colour, whereupon they pop. If you're clever and pop a row of bubbles with numerous other orbs hanging below, these also drop off the screen and people love you.



Bub's not looking happy here. That's because he's about to die. But if he pops that green to the right he'll be out of danger, and can then line up the next blue for better positioning.



See, what did I tell you? Even though this screenshot is from a totally different game.

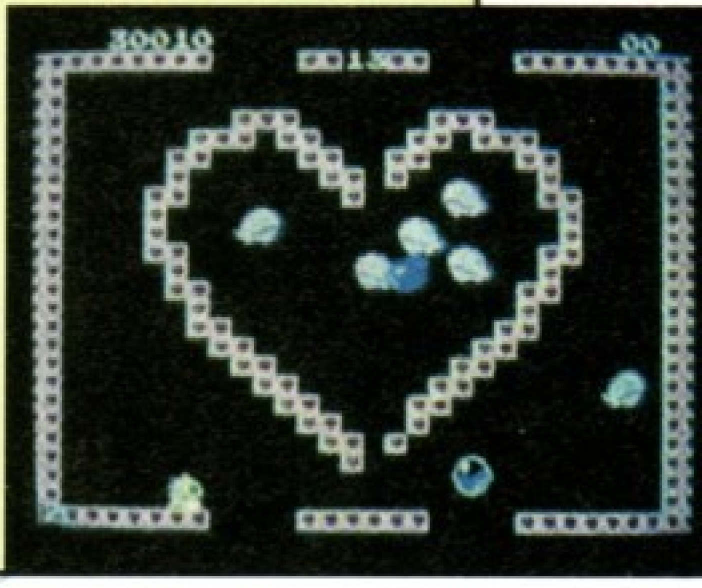






EEH, THEM WERE THE DAYS...

As we've mentioned repeatedly throughout the text, the characters in Puzzle Bobble began their meagre computer lives some years ago in a gaming clasic known as Bubble Bobble, which is very hard to talk about when you're drunk. Partially because of its titular tongue-twisting connotations, and partially because sad old gamers' adoration for the product leads to teary-eyed and inebriated reminiscence of days when games *were* games. Soon sad young gamers will have the chance to join in the festivities when Bubble Bobble arrives on Saturn, sometime this summer, they reckon. In the meantime, here's a couple of (not Saturn) shots to demonstrate what all the fuss was about. It's a lot better than it looks, honestly.



POP POP WATCH THEM ALL DROP

The trouble with this bubble-popping thing is there's an opposing player doing the same thing on the other screen, and if they wreck a bunch of bubbles in one go they're added to the bottom of your pile. This means they can obscure carefully planned bubble combo arrangements and get right on your nerves. Fret not, though, because you can do the same to them, if you're good enough. And given that the first person to be crushed by their bubbles reaching the bottom of the screen loses, it'd be nice if you are good enough.







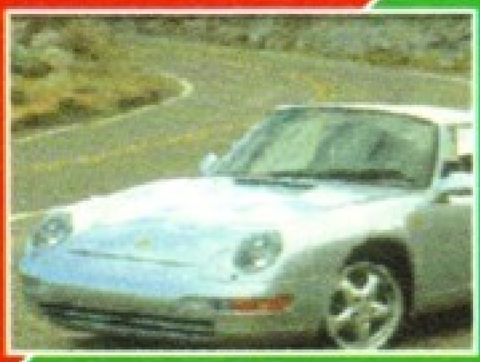
Bub looks maliciously cheerful here, the git.



Yeah, not so happy now, you little green punk.



Poor little Bub, looking upset. Tell it to the Marines, bucko, at least you're winning.





Brrm! Hi everyone, I'm a Porsche. I think.



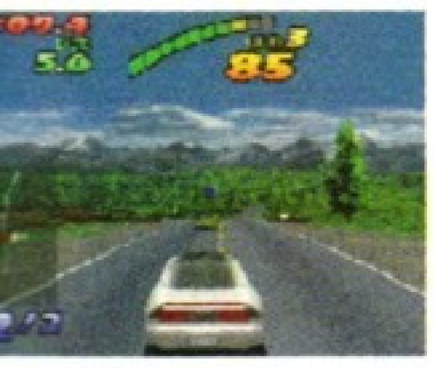
The Need For Speed

Run with your inner Boy Racer!

PUBLISHER	GAME STYLE	RELEASE DATE
PIONEER	Racing	TBA
ORIGIN	Who knows, maybe the crazy motorways of Japan.	
ITS A BIT LIKE	Daytona except on motorways and with a hint of Road Rash.	

For me the attraction is in the curves of the body, the elegant mystery of the frame, and the way in which, when coaxed to perform, the movement is tentative yet seductive, and how, as the throbs and shudders begin to quicken, an overwhelming sense of heat and release mingle in a unifying consummation!... Yes I love cars me, especially the really fast and shiny ones that have amazing acceleration so you can act hard at traffic lights. And as far as cars like this go, The Need for Speed doesn't disappoint. For the afficionado's the list includes the Mazda RX-7, Dodge Viper RT/10, Lamborghini Diablo VT, Porsche 911 Carrera and the Toyota Supra Turbo.





The Need for Speed is a racing game set on the motorways of Japan, and because the competitors are all maverick types living on the wave of an adrenalin rush, they insist on racing while other motorists go about their daily business, and when cops are scouting the lanes for speeding. In that sense it's a bit like Road Rash in cars with plenty of stunning crashes and the occasional arrest.



Like most racing games it includes a variety of race modes from the one-on-one Time Trial to a full tournament with a whole field of competitors. But it's the Head to Head option that sees you getting tangled up with the Law in some anarchic chases and bullying civilian drivers off the road.

The Need for Speed has already appeared on the 3DO and PlayStation where it received a lukewarm reception. We'll be testing it for the crime of tepid novelty value next month.



If you like driving posh cars extremely fast, no doubt Need For Speed will appeal to you. Actually, it'll appeal to you more if you've never had the opportunity to drive a posh car.







(Right) Some cars having a bit of a barney. If this happened in real life someone would probably get hurt.

I DROVE ALL NIGHT

One of the slightly more bewildering options in The Need for Speed is the opportunity to select at what time of day you'd like to race. There's a choice of three — Morning, Midday and Evening. If however you're taking part in a three stage race it will move from light to dark anyway, eventually getting pitch black making driving rather hazardous.







Look – there's a multi-coloured red-headed dragon flying over the road in the distance. They must have got that idea from Cyber Speedway.

CUE CHRIS REA

One of the major attractions in The Need for Speed is the spectacular nature of the crashes. When you play Head to Head mode, there are plenty of civilian cars on the road. They might be on their way to work or coming back from a shopping trip,who knows. The important thing is that if you get yourself in a fast car and drive right at them you can cause some breathtaking collisions and maybe even get a bit of a pile up going. Just watch out for those pesky traffic cops.









Wow! A split-screen mode! I haven't seen one of these since Pole Position years ago. Except for Crackdown on the Megadrive. And Sega Rally of course.



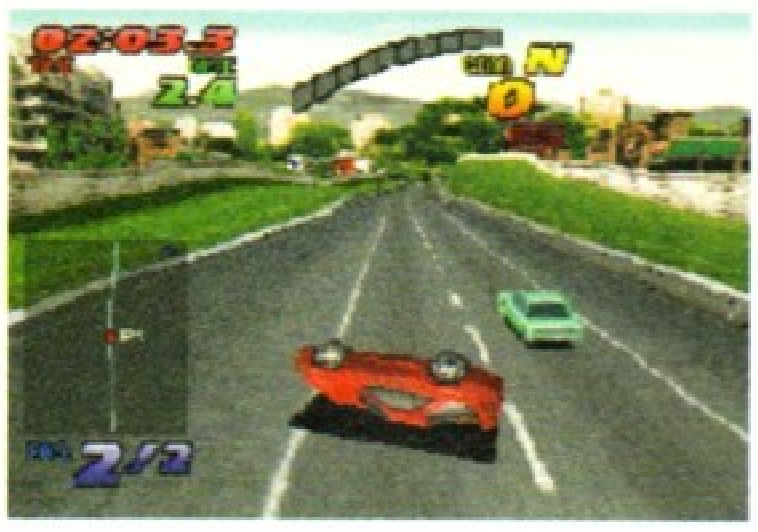


Open roads – good in real life, not half so exciting in video games.









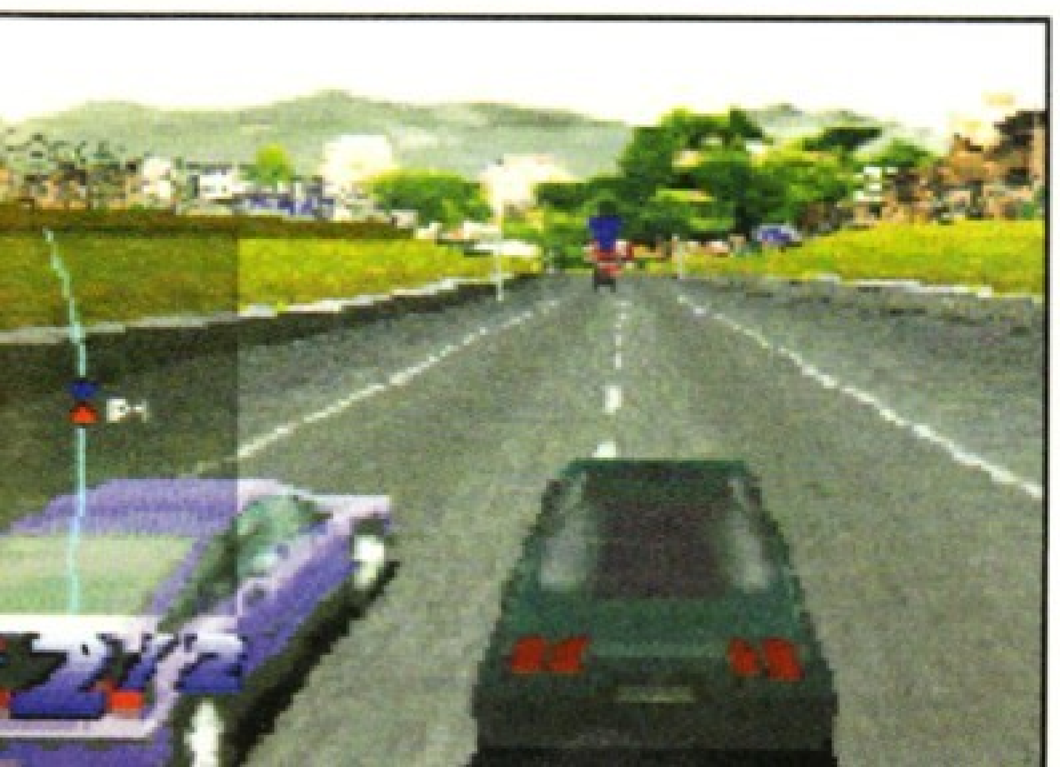
It's generally best to keep the side with the wheels on it pointing towards the ground. You go much faster.



CAR SPOTTING

For those with a retentive interest in car specifications, The Need for Speed features a lowdown on all of the vehicles included in the game, along with information telling you the price, the length, the width, the height and even a potted history of the car's development and the dates the company's most famous models were created. Bit sad really but there you go.









Olympic Games

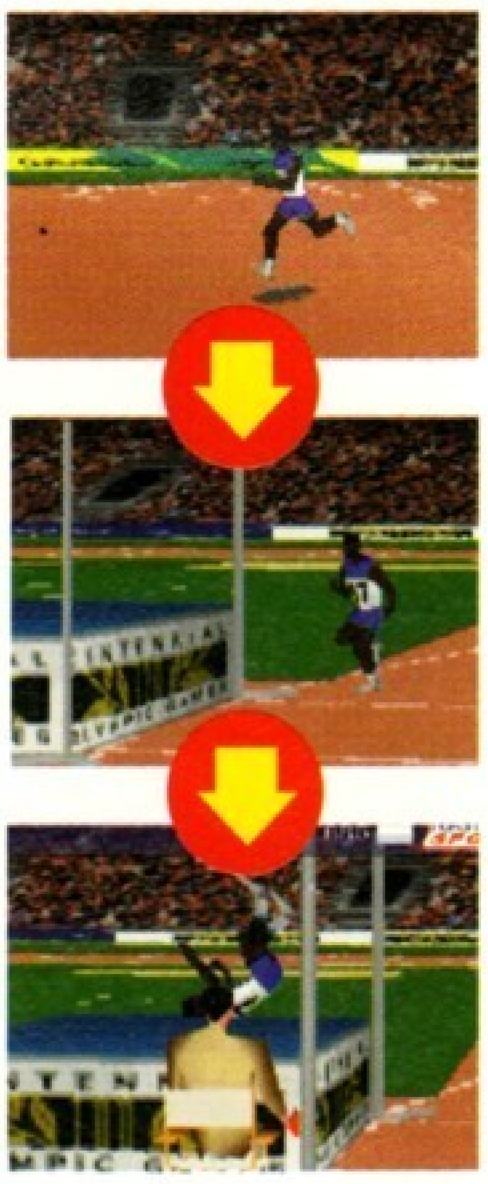
I'm Spartacus! And I'm good at running!

PUBLISHER	GAME STYLE	RELEASE DATE
US Gold	Sports	July 1996
ORIGIN	Olympics licence.	
ITS A BIT LIKE	Hypersports coin-op updated to sophisticated 90s levels of playability.	

You know, if the organisers of the Olympics had any sense at all, they'd always hold the Olympic Games on February 29th, because that only comes round once every four years as well. Alright, so it might be a bit of a pain for all the athletes from hot countries when they have to travel to Paris or Prague or somewhere and it's till freezing cold in the depths of winter. And, thinking about it, they'd have to widen all the tracks and run two or three races at the same time in order to get the usually lengthy games over in one day, but it'd be a good symbolic gesture. At least that'd mean you'd have something else on telly for the rest of the week other than athletics. And anyone who tells you they actually enjoy watching the Marathon event is lying.

Of course, we don't mean to demean the Olympiad. Loads of people like it, and those lucky dogs need no longer wait four years twixt tournaments for their dosage of track 'n' field frolics, thank to US Gold. What have the Gold done? Put up sufficient sponsorship to finance an annual version of the games? Set up a rival weekly version in the car park behind their Birmingham offices? Why, no strangely. But they have licensed this year's games and produced a Saturn game based upon their fifteen favourite events from the famous gathering of nations.

The final product – stunning in the simplicity of it title, Olympic Games –shall emerge in July, perfect timing for the real-life shindig. Like previous attempts to translate athletics to computer game, OG (obviously the Olympics are popular with Compton gangstas) favours the realistically endurance-sapping button-bashing control method. Players slap the buttons of their control pad as fast as possible to up the on-screen velocity or power of their digitised counterpart. Levels of skill and timing aren't ignored, you still need to control the breathing of your swimmer, the balance of your weightlifter and so on, but for the most part competitors with fore-arms like Popeye are at a distinct advantage. So don't invite seven friends with oft-practiced clandestine nocturnal hobbies round to your house if you buy the finished product, because they'll all be able to whip your arse simultaneously, thanks to the planned eight-player link-up.



Each event is displayed in 3D polygon-o-vision, with a variety of camera views, depending upon the event in question. Supposedly this will ensure not only super-realistic animation but also a greater degree of accuracy in the conversion and application of the sports.

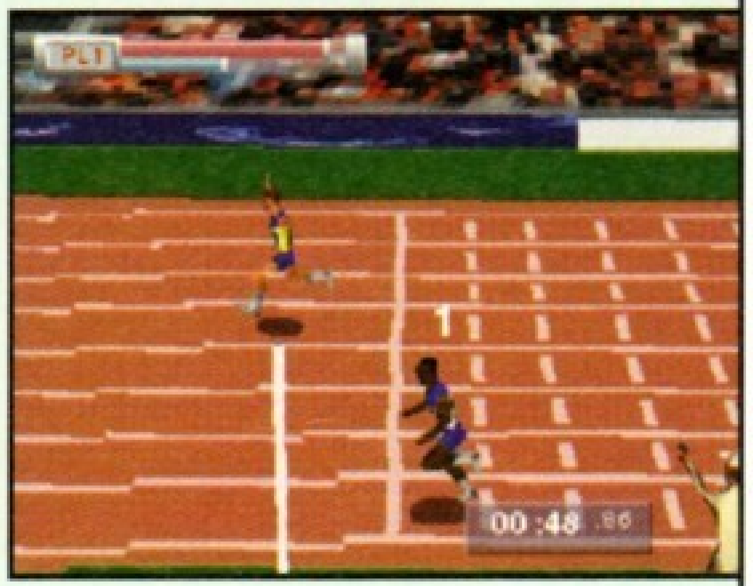
Well we like sports as SSM. Watching them, anyway. It's more fun to see someone else put in all the effort and check out their faces contorted with pain when it's all over (which we're sad will probably not be put in USG's OG). So you can be sure we'll review this one soon and give you an objective opinion as to its quality. Like we normally do. So there you go.

VIEW BY APPOINTMENT

The camera angles in Olympic Games have been designed with two aims in mind – to provide the most accessible angle to play from and make the game look as exciting as possible. The best example of this is in the 400m, where the camera wheels around the centre of the track to follow the progress of the runners, just like non TV.

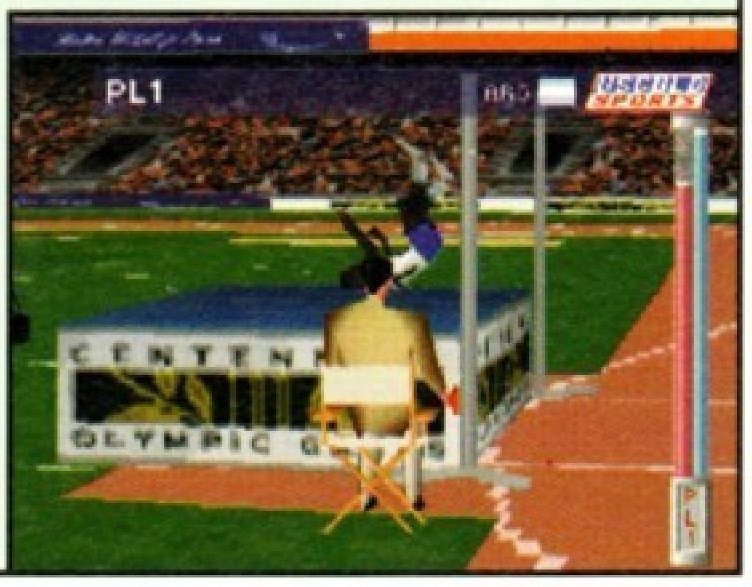


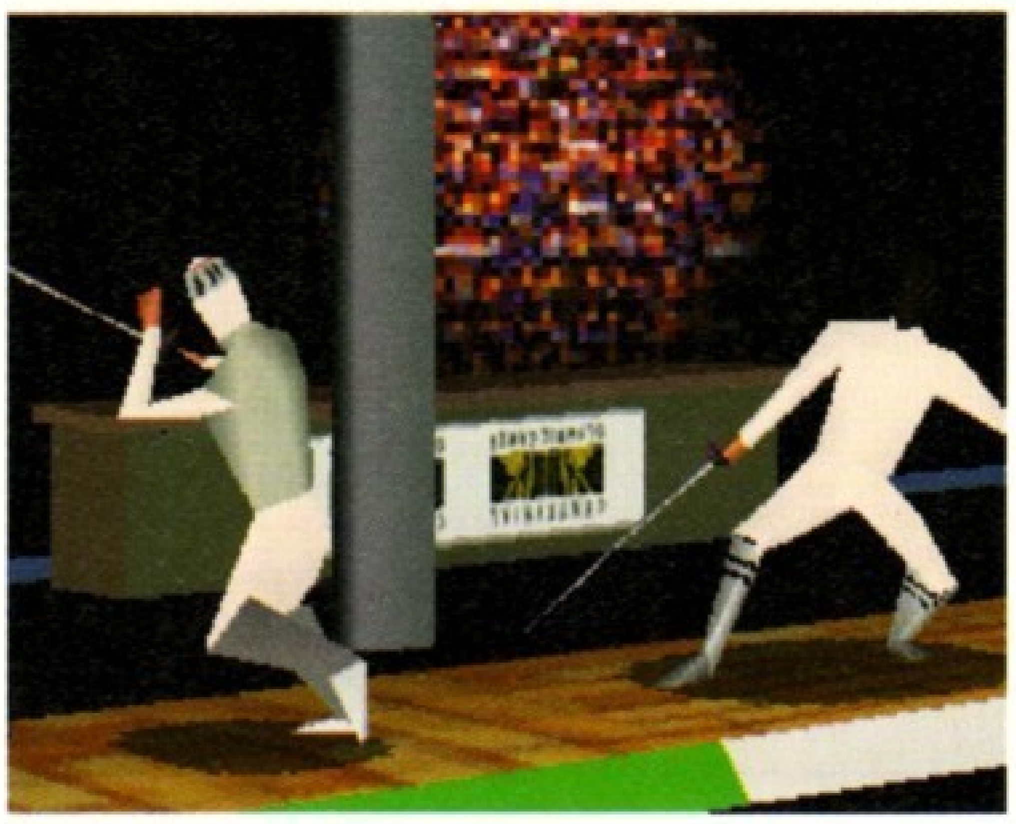
The camera pans around on this event, following the runners beautifully.



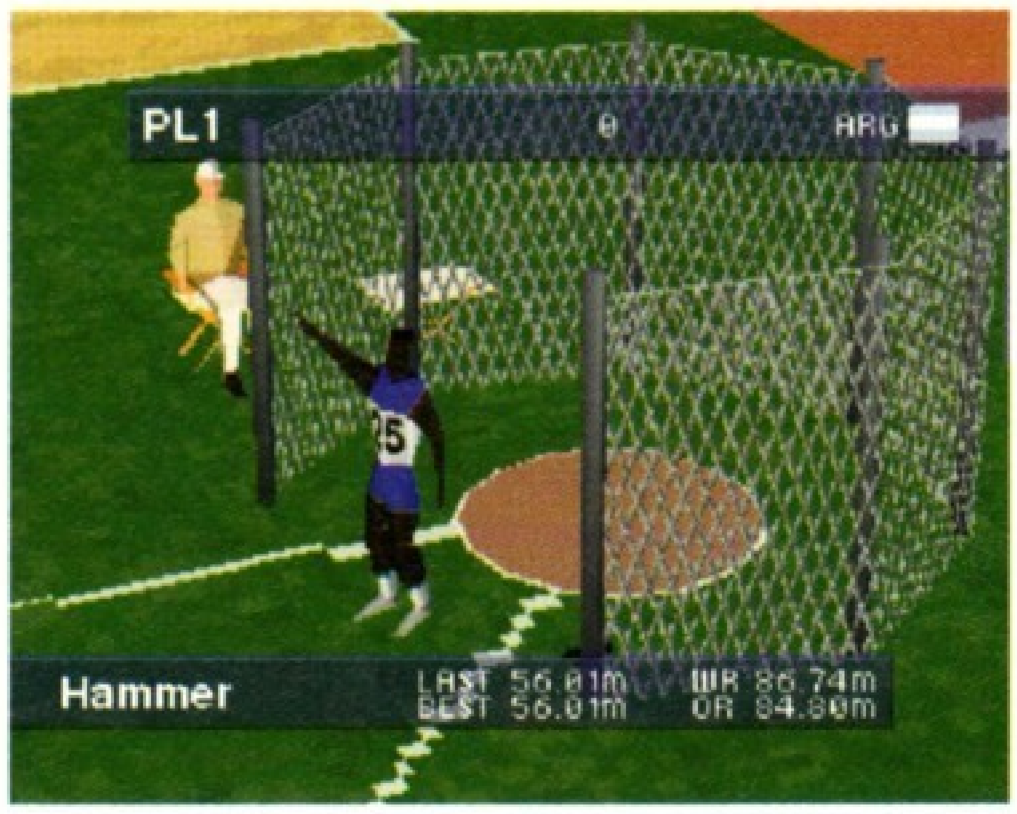
They might look like little stick men here, but the animation is very nice indeed.



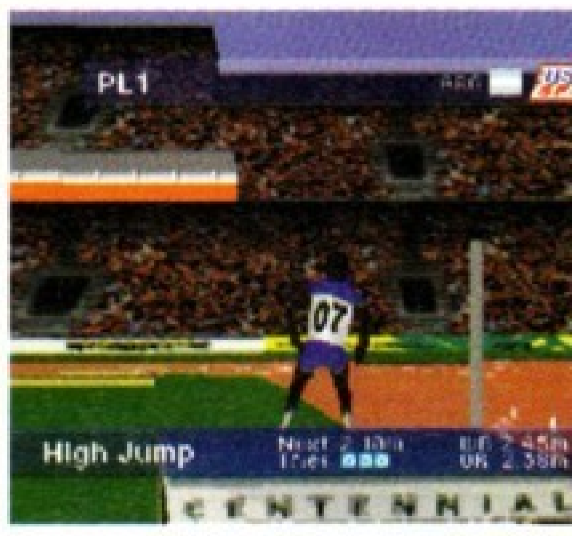




Fencing – not the passing on of stolen goods, but an ancient sport where you fight with swords. No death, sadly.





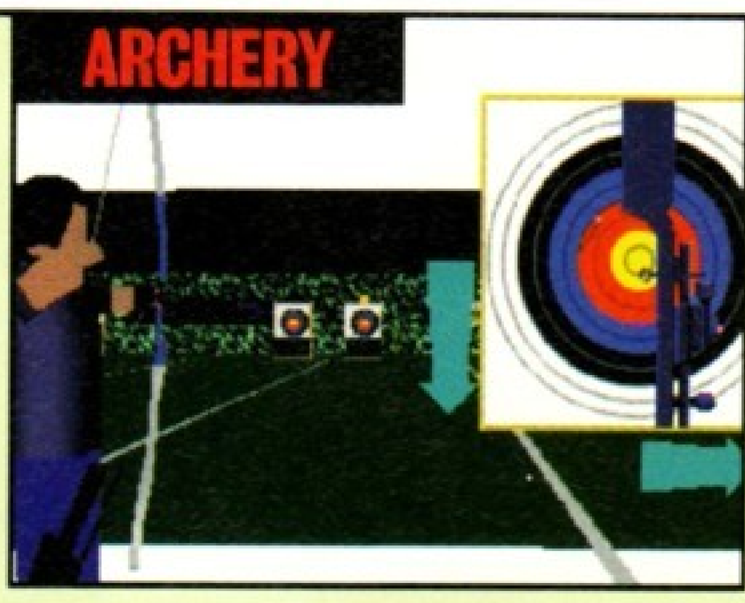


The high jump – you're in for this if mum catches you smoking.



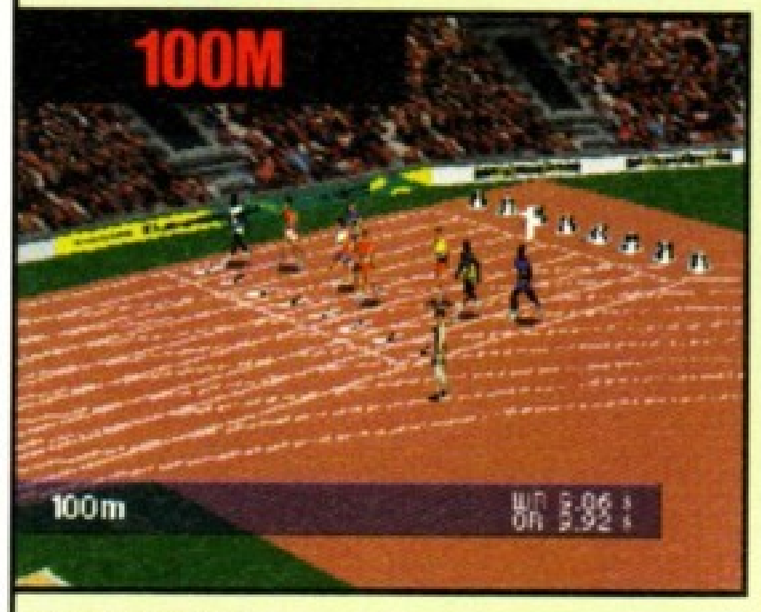
RUNAROUND... NAAAAAA!

Of course, any true athletics fans will be wanting to know which events are headed for their Saturns. What about hurdles? Or parallel bars? Has that funny one on the mat with the ball or the string made it? Well sadly, none of these popular disciplines is on offer. But there's plenty of running (100 and 400 m), jumping (long, high, triple and pole vault), throwing (javelin, discus, hammer) shooting (skeet shooting, pistol shooting and archery), fighting (fencing) and looking hard (weightlifting). And 100m freestyle swimming as well, but that's for girls like that Sharon Davies.

ARCHERY

Shoot arrows with great accuracy!

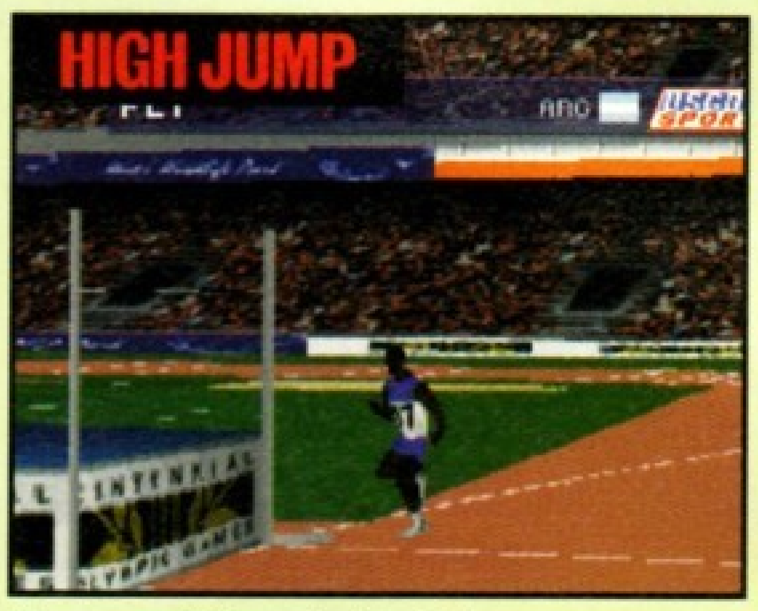
DISCUS

Throw a frisbee really far!

100M

Run very fast!

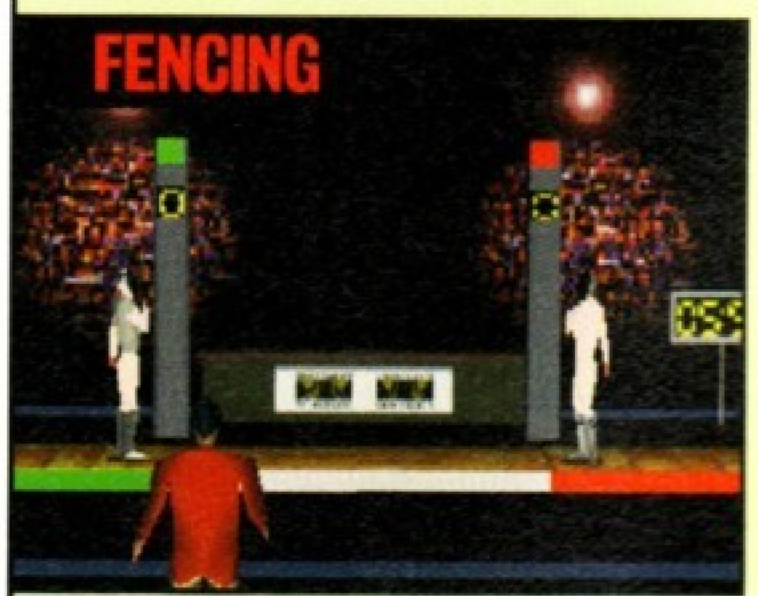
400M

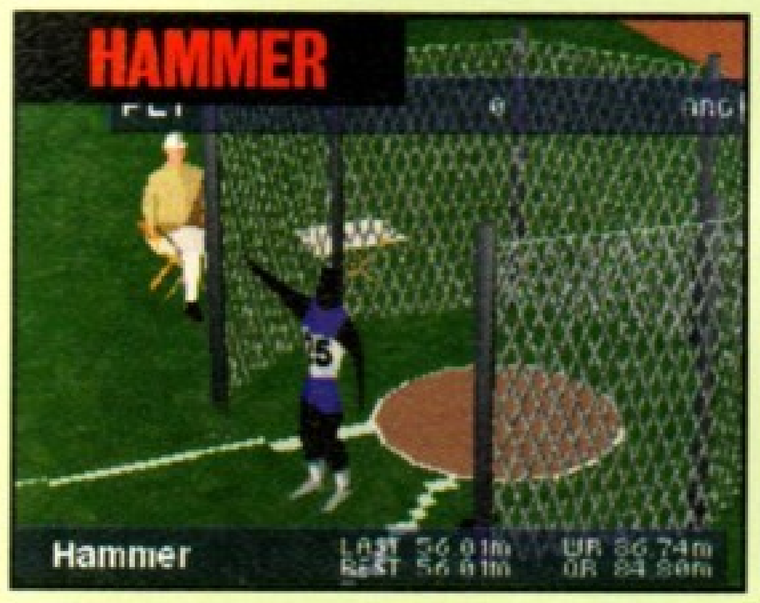
Run very fast without getting tired!

HIGH JUMP

Jump very high up in the air!

JAVELIN

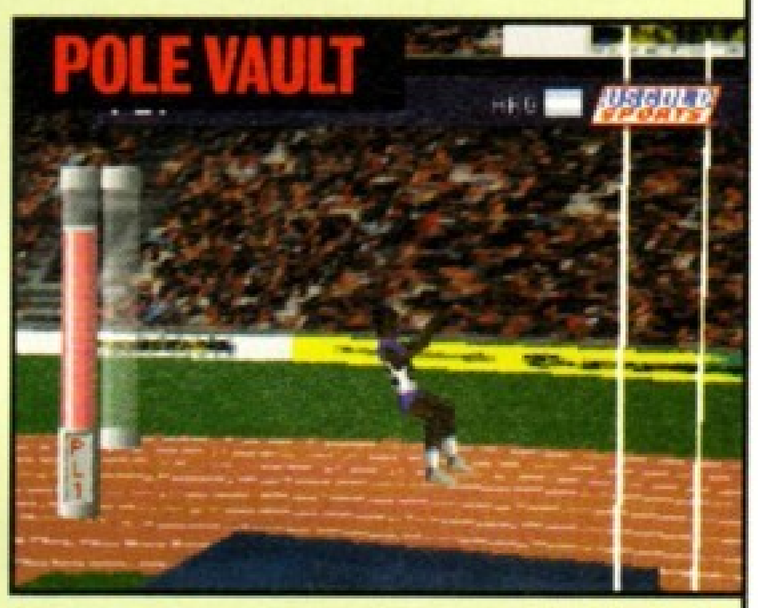
Spear the spectators by accident!

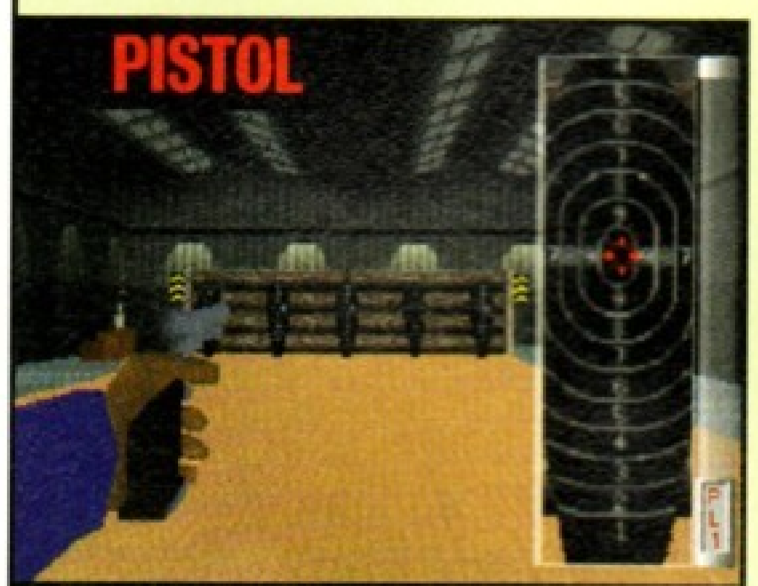
FENCING

Stab your opponent many times!

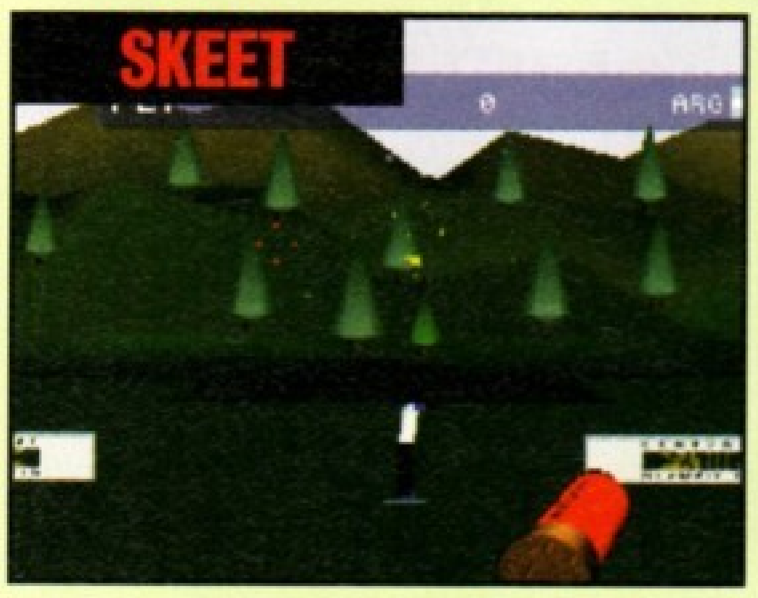
HAMMER

Throw a heavy thing as far as you can!

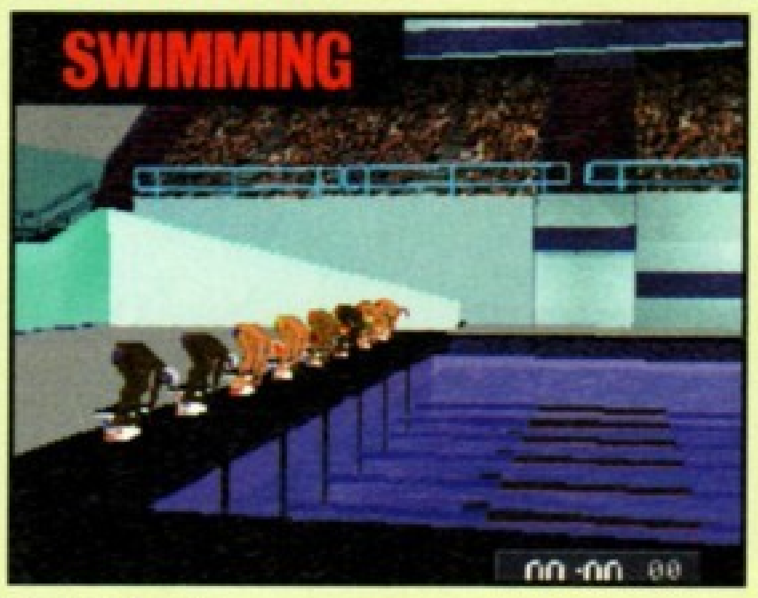
LONG JUMP

Jump as far as possible without plummeting!

POLE VAULT

Use the theory of levers to attain height!

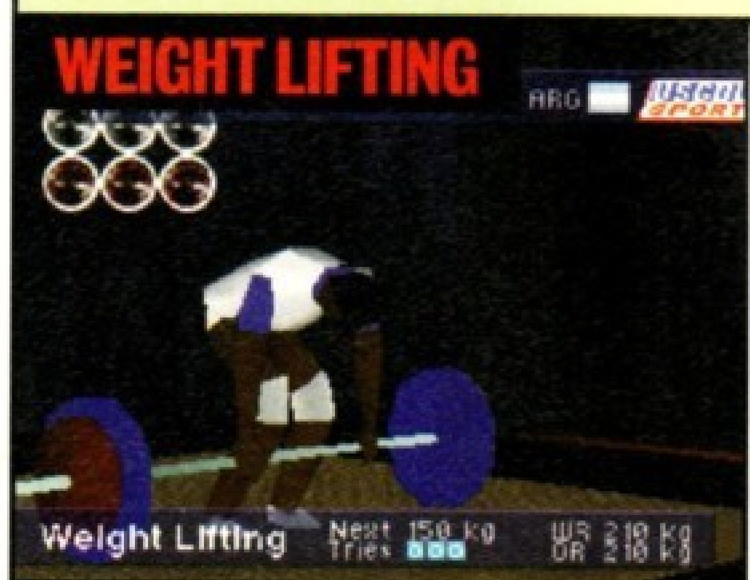
PISTOL

It's a bit like Virtua Cop!

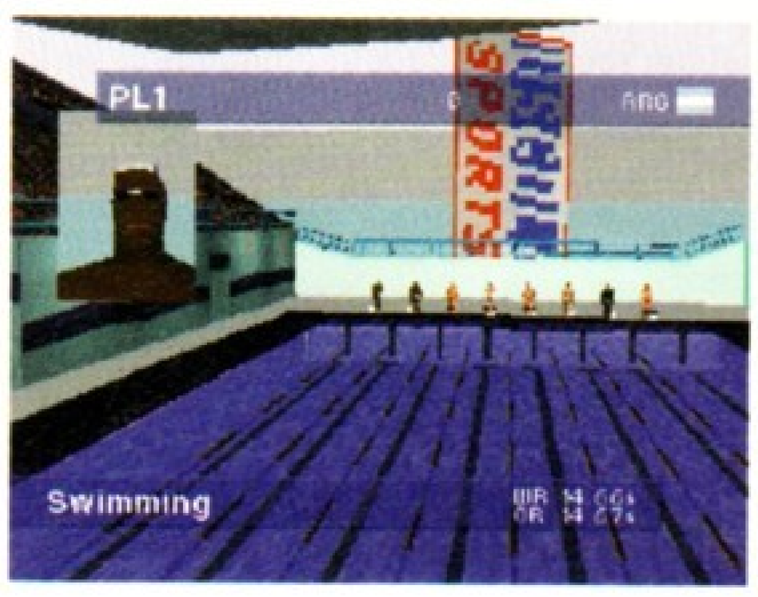
SKEET

Blast clay pigeons to smithereens!

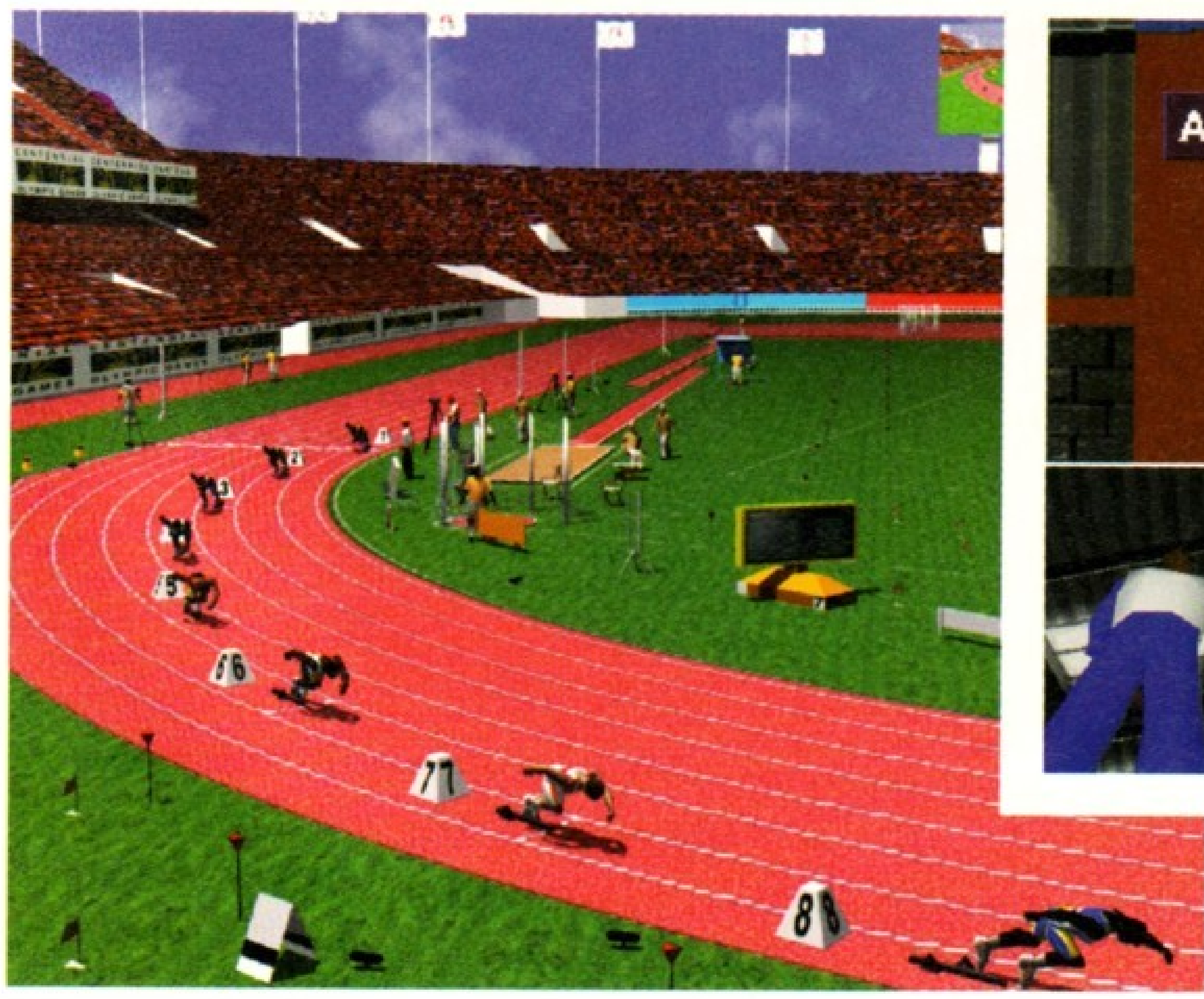
SWIMMING

Don't drown!

TRIPLE JUMP

Jump three times! Hop! Skip! Leap!

WEIGHT LIFTING

Grrrrn! Lift that heavy thing!







He looks like a bit of a hard bloke. Never aggravate an athlete with a gun, that's my advice. He'll shoot you in the eyes as soon as look at you.

letters



We've had loads and loads of letters this month, oh communications-friendly pals of ours. Many of them concerning the official release (or lack thereof) of King of Fighters '95 in the UK. it would appear lots and lots of our readers are fans of the game and want to see it on British shelves pronto (especially given that it's now 1996). Anyway, we can't be arsed going through another heap of them, so make sure you write to us about something else this month. Like what you think of the points raised in these latest missives, or what we could change (or keep the same) in the mag, or anything you like really. So bung your thoughts into an envelope and send them to FRIENDS OF TONY THE TIGER LETTERS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. You too could be popular.

IT'S NOT FAIR



DEAR PERSONS OF THE OFFICIAL SEGA SATURN MAGAZINE,
Being the VERY PROUD owner of a brain and a life, I am writing to ask all of the sad people who are PROUD to own black (or grey) boxes full of circuit boards and processors WHY? Surely you are proud of what achievments you have gained in your life, how beautiful you may be or how clever you are, how can you be proud of owning an object of such unimportance, especially when (like me) you can't even get through stage one of Splot on Bug! and you have dificulty getting on the scoreboard in Sega Rally, never mind getting anywhere near to the ridiculously fast times your readers have achieved. How can you be when you keep getting killed by dung beetles and giant snails (Bug!), silly little clowns and giant televisions (Clockwork Knight!), sandworms and dragons (Panzer Dragoon!) then to top it all off you get your ass kicked by KYLIE MINOGUE (Streetfighter the Movie!). I vote we take our games consoles by the cord and sling them into a pit of void (the place you go in games when you fall of the screen, rapidly killing yourself so you have to start the level all over again, I mean, why could the character not have been left to fall, he may not have died, he could have landed on a sponge or something!).

PS. You mention Golden Axe as being OUT NOW in the back of your mag and you have given it three stars, is it out in the UK because I can't find it anywhere. WAIT!!! I've not finished – have Sega any plans to release OutRun for the Saturn as it is my all-time favourite game.

Thanks for listening,
Master Lee Stark, Wolverhampton, W Mids.

Let me guess – you've had a bad experience with a game recently, haven't you? But cheer up, as OutRun is on its way, and Golden Axe is already out.

HE'S NOT CLEVER

TO SSM,
I am furious! Just this very minute (11.44 on 1/4/96) I read the teletext on news that Sega are selling their rights for Sonic to Nintendo as a life saving cash injection. It says Sega won't be able to use Sonic again after Sonic Fighters in the arcade. But in issue 4 you said Sonic Fighters would be coming to the Saturn and you said a new Sonic platform game was on its way, remember we would be be surprised again. Well we are surprised alright, we thought you meant on the Saturn, not the Nintendo 64. Who's going to take Sonic's place? Bug? Don't get me wrong, Bug! is good, but Sonic is the best, why do you think Nintendo would buy him if they thought he wasn't good too! In fact good is an understatement! I pray this isn't true as Sega made Sonic and Sonic mae Sega. If they are so desperate for this cash boost they could at least make Sonic a multi-console character like Rayman. Please print this letter as Sega's loyal fans have a right to know the truth! Cheers SATURN MAG, your mags are great but when is the next demo disk.

Gavin, Scotland



Come on then! You throw the first punch!

You know, if you'd have read that a mere fifteen minutes later the joke would have been on Teletext. That's April fools for you.

THEY'RE NOT BIASED

DEAR SSM,
When I read an all-format magazine they had a review of Magic Carpet on both Saturn and PlayStation (hissss!). When I got to the bit where they were comparing the two they turned very biased indeed! First of all they compared the two skies, the Saturn had a lovely bright realstic looking sky. Whereas the PlayStation had a big horrible messy splodge of colour, they favoured the PlayStation version.

Then the really biased bit came, they took two pictures from both versions of the game (from exactly the same place in both versions) and compared them. The saturn version has a nicely done stone spirte with an alright shadow, they said that the shadow looked messy becasue it wasn't completely transparent (Bullfrog had used the same sort of effect that Sega used on the windows in Sega Rally)

Then came the PlayStation version picture, the stone sprite looked like it was made from lego it was so blocky, the same goes for the texture mapping, the shadow (which was also blocky) was, however, completely transparent. After all that they still chose the PlayStation version just because the shadow was transparent. I think that is ridiculous. It's better to have good grapics and no transparencies than vice versa. This is the main grumble that people have at the Saturn and it's such a petty one, why do they bother?

Nathan Flannery, Solihull, W Mids.



Magic carpet. Renouned for its excellent worms.

We happen to work in the same building as the magazine you're talking about, CVG, and to be honest we believe you're slightly out with your judgement. In the interests of fair play we got Ed Lomas, who wrote the review, to defend himself:
"It's pretty obvious that you haven't played both versions properly, because if you had, you'd see that the PlayStation version does look a bit nicer. The coloured sky moves around in 3D, and is quite a bit better than the sliding "wallpaper" sky of the Saturn version. Some of the sprites are less detailed on the PS, but the transluscent

Rad photo by David Titlow.

shadows are generally better-looking. Anyway, they're tiny details and don't affect the game at all, so shut up moaning."

So there you go – the sprites on Saturn are more detailed, and the gameplay is just as good, but the sky isn't so deep.



Are Sega milking Virtua Fighter? Well yes a bit, but it's still ace and you can't deny that the Virtua Kids are pretty cute.

HE'S NOT WRONG

After reading the reports on the AOU show I'm glad to see Sega are once again dominating the arcades and pushing back the boundaries with its Model 3 board. But I feel the company is placing too much emphasis on its arcade games and not enough on the Saturn.

Most of Sega's best titles come out in the arcades first and take ages to reach the Saturn. I know that this is an important area for Sega but it doesn't mean the Saturn should be neglected. I can see several ways to address this problem.

More titles should be made for the ST-V board. This way there can still be a stream of arcade games which could be improved and released on the Saturn a couple of months later.

Arcade games should be developed alongside Saturn versions which would again have the advantages of short conversion times and allow Sega to use its Model 2/3 technology. Lastly, why don't the AM2/AM3 divisions make some original Saturn games?

Thanks for your time,
Fyt, Norwich, Norfolk.

Games like Virtua Fighter Kids are heading Saturn-wards thanks to the magic of ST-V, and you can expect a decent stream of titles to follow after that. As the sucess of the Saturn picks up you should find a shorter lag time twixt arcade and home releases. And yes, it would be lovely if an AM produced a Saturn-only title, but they're primarily arcade developers. It's not even always them that convert their own games.

GOT THE WRONG PAGE

DEAR SSM,

Well done on a great mag. I've decided to send this letter because I noticed in issue 6 a few mistakes.

You said to Anon who thinks they'll be rich and famous (yeah, sure you will) that Tails came from the Green Hill Zone. Well he didn't. He came from the Nameless Zone. I know this because sadly I used to read Sonic The Comic. But I don't any more thank God.

When will you give us another CD? You said every three months but it's been four months since the last.



Another sunny day. Pretty birds, trees, flowers etc. And the lovely green grass, and mech warriors and cyber death. Hahahahahaha!

In issue 6 you Showcased Mech. Is this 3D Polygon [An ancient working title for one of the first Saturn titles – SSM] with a different name?

I borrowed my mate's VC gun. Don't you think it would be better if it was heavier? And why can't we have a black gun like i Japan?

Do you need a MPEG for the Photo CD? How do we get our photos on to them anyway?

Why can't we get all the Sega systems in the UK, and is the Wondermega made by Sega?

Thanks for printing my letter,
Eddie Thompson, Colchester, Essex.

So who would you trust, Sonic the Comic, or Sonic's own best pals – ourselves? Why we were only round at Sonic's burrow last weekend, and Tails didn't say anything to us about being wrong. Right, to your other points – there'll be another CD soon, when we've got a good enough package together. Gungriffon is indeed 3D Polygon. Small people wouldn't be able to life the Cop gun if it were heavier, and the police wold arrest you for owning a replica if it were black. Pop down to your local film processors and they'll whack your pics onto a CD for a small fee. We get all the Sega systems of note, and the Wondermega was made by JVc. It isn't any more, because it's been scrapped. Thanks for your letter, but please write to Q&A with your questions next time, ya big yahoo.

LARGIN' UP IN THE HOUSE!

OI-OIIIIII! SOFTWARE COMPANY!

Hurry up and get your ass in gear, a game with a schoolgirl in it, release it now!! I'd rather pay a billion pounds for a Neo Geo and King of Fighters rather than a convertor, so get it released in a UK stylee now. Why? Cos it's the best game ever ever (and I haven't even played it yet!!!)

Yours euro hardcore fanatic!
DJ Hardcore, Luton, Beds.

Give it up for my man cuttin' up the style on the wheels of steel, comin' on in at gabba force – DJ Hardcore! Nuff respect, wreck dem mats, get down on that killing floor etc etc. Many of our readers echoed DJ's sentiments, although not, perhaps, in such a hardcore stylee. If you're a fan of modern technological music, Mr Hardcore plays Technobeat at the Wagon Horses in Dunstable on Thursdays, and Floyds on Saturdays.

HE USED TO BE CALLED CHRIS

DEAR SSM,

Hello. I hate to do this, but one of your comments in issue 6's letters page is glaringly inaccurate. "Hooray for PIracy-Free CD", to be exact.

Sadly, this couldn't be further from the truth. I know some frighteningly shady blokes who copy Saturn and PlayStation games, and that they're "far, far easier to copy than the old 16-BIT machines' games were.".

That's why I'm writing in; to tell all fellow Saturn owners not to be tempted by copies. I don't touch them myself (really) and, as RvK in issue 6 says, it DOES spoil your enjoyment. Stick to originals.

There my little speech is over, and my mind (the sad, twisted creature that it is) is now at ease.

Peace and be wild,
The Artist Formerly Known as Chris.

Whilst CDs are harder to copy than carts, thanks to the expensive manufacturing process of the disks, the real threat of Saturn priacy is that pirate CD don't require the expensive disk-drive outlay that pirate "carts" did, so even the straightest of owners could get tempted. Therefore there'll be fewer pirates, but possibly more customers. But you're quite correct in reiterating the fact that piracy does cripple markets – as happened with 16-BIT computers like the Amiga. What we *meant* to say was "Hooray for Piracy-Free Readers and Other Upstanding Citizens".

OLD SONIC WAS BEST

DEAR SSM,

In isue 6 you were saying which Sonic is the best. The second Sonic or the new third Sonic!

I think the third Sonic is the best because he looks more real. But in the last one he just looked like a block that moved. The new game that is coming out with Sonic in could turn out a bit dodgy because Amy Rose is Sonic's girlfriend and you know how it is, a fighting game, they fight each other so that could turn out a bit crap.

Anthony, Newcastle

That dames for you, Ant – one minute it's all flowers and Ikea, the next it's *bango*. Let's hope Sonic stays a gentleman and just has a moan about it to Knuckles in the boozer. Anyway, we reckon Sonic looked best in the *first* game, where he was all sleek and shiny. If you notice he gets progressively fatter and darker blue as time goes on, much like Ken Clarke.

Q&A

'If you've got a problem, if your game's got a glich, then it's time to talk to Mark Maslowicz'. Yes indeed! It's with this merry rhyme that we welcome back the Mazza, Sega's games guru, to the vast Q&A desk where he spends hours pondering your taxing questions and doing his best to answer them in the name of truth, justice and the American rock way! If you'd like to test his seemingly unending knowledge of Saturn games then send your questions to HEY SMART GUY! Q & A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

WAKE UP SEGA!

Dear SSM,

Here's a few questions which require answering on behalf of the Saturn community.

1. Where is the keyboard, hard drive, soft drive and mouse mentioned in the Saturn instruction manual?
2. Will someone at Sega wake up and release the games of yesteryear which kept so many of us in front of the T.V. for hours on end?
3. Will your magazine soon be doing an extensive write up on the Saturn's peripherals (photo CD etc.)?
4. Will Core design be making a Firestorm game based on the Gulf conflict like the hugely successful Desert Fighter on the SNES with different choices of aircraft?
5. If the photo CD disc allows you to remove a disc while the Saturn is switched on, will there be any multi-disc games, perhaps even additional levels to Virtua Cop etc.?
6. Will the gods at AM be making a replica of the RAC rally course as they have with Manx TT because this would make an excellent Sega Rally 2?
7. Are AM planning Daytona 2 with a higher resolution and speed like VF2?
8. Where are anything to do with Star Wars games on the Saturn? We are beginning to suffer withdrawl symptoms!

Mr. D.C.X. Stamford, Linconshire.

1 Likely to be announcements at the E3. 2 Afterburner, Space Harrier and Outrun are on the way. 4 No news on that. 5 Already are (D). 6 Unlikely. 7 Not exactly. 8 I'm sure there will be one before long.

ODE TO THE DEMO DISC

Dear SSM,

Please, please could you answer these questions:

1. Will Sega make any basketball games similar to Virtua Striker?
2. Is it true that Virtua Striker will be out on the Saturn?
3. Are Sega going to make an adaptor so you can plug in some speakers to the Saturn?
4. When is WWF coming out on the Saturn?
5. Will there be another demo disc?

Martin Lin, Eastbourne, E. Sussex.

1 There is a Sega basketball game planned but not based on Virtua Striker. 2 No, but you've got Euro '96 which is ace. 3 No plans. 4 July possibly. 5 Be patient my child.



Wow! Look at that! It's a bright and shiny white Saturn with buttons that look good enough to eat.

TYPING HERO

Dear Sega Saturn Magazine,

Seeing as I have gone to all the touble of typing up this letter could you please answer these questions for me:

1. Seeing as I now have the excellent Sega Rally I was wondering whether Sega are planning to release a steering wheel and peddle unit similar to the arcade machines. Face it, the Arcade racer doesn't feel anything like the arcade machine steering wheel especially as the wheel doesn't jump around when you hit a car or a wall like in the arcades. Ok, this may cost a fair bit but I think that for the hardened driving fanatics this would be a good investment.
2. I have just read the issue 4 Q&A section of your mag and have a query about one of your answers. You were asked if the Saturn was as powerful as the PlayStation at 3D graphics to which you said "in its own special way, oh yes". What special way is this then?
3. Will Saturn Magic Carpet be as good as the PC version? Will I need a mouse to play it properly? Where can I get a mouse from as I haven't seen it advertised anywhere?
4. I am a great fan of all those point and click adventures on the PC. You know, Indiana Jones Fate of Atlantis, Monkey Island 2 etc. Will any games like this be coming out on the Saturn? Like what? Also, will we old Saturn owners ever see the likes of Tie Fighter and X-Wing grace our beautiful machine or will we be left on 'The Dark Side' er...sorry!
5. How well is the Saturn selling against the PlayStation?

Oh, and thanks for creating a great mag!

Johnathan Bond, Cambridgeshire.

1 In short, no. 2 The maximim potential of the Saturn is greater than the PS. 3 The mouse will be out later this year. 4 Myst was point and click. No doubt there'll be more. 5 Saturn is ahead in Japan, PS in Europe and America. Worldwide it's about equal.



BIG SHOUT GOING OUT

Dear SSM,

I have got some questions which I would like to ask your wickedy bad boy magazine. Here goes the starter for ten:

1. Is Total NBA going to be converted to the Saturn? If so, when?
2. How much will WipEout and Euro '96 cost and when will they be out on the Saturn?
3. My mate says there's going to be a Saturn 2. Is this true?
4. Are you bringing out any more demo discs with playable games like WipEout and Euro '96?

Well, thankyou for your time and space ennit bass wickedy bad boy.

Adam Gayden (A distressed brick layer), Birmingham.

1 No. 2 WipEout will be £39.99 and Euro '96 £49.99. 3 No, but the Saturn has undergone a redesign. 4 Be patient my child.



With any luck Addidas Power Soccer will undergo the obligitory conversion onto the Saturn.

THE KING AND I

Dear Sega Saturn Magazine,

Firstly I would like to say that you are the King of all console magazines and I have bought every issue to date. Could you answer my questions please:

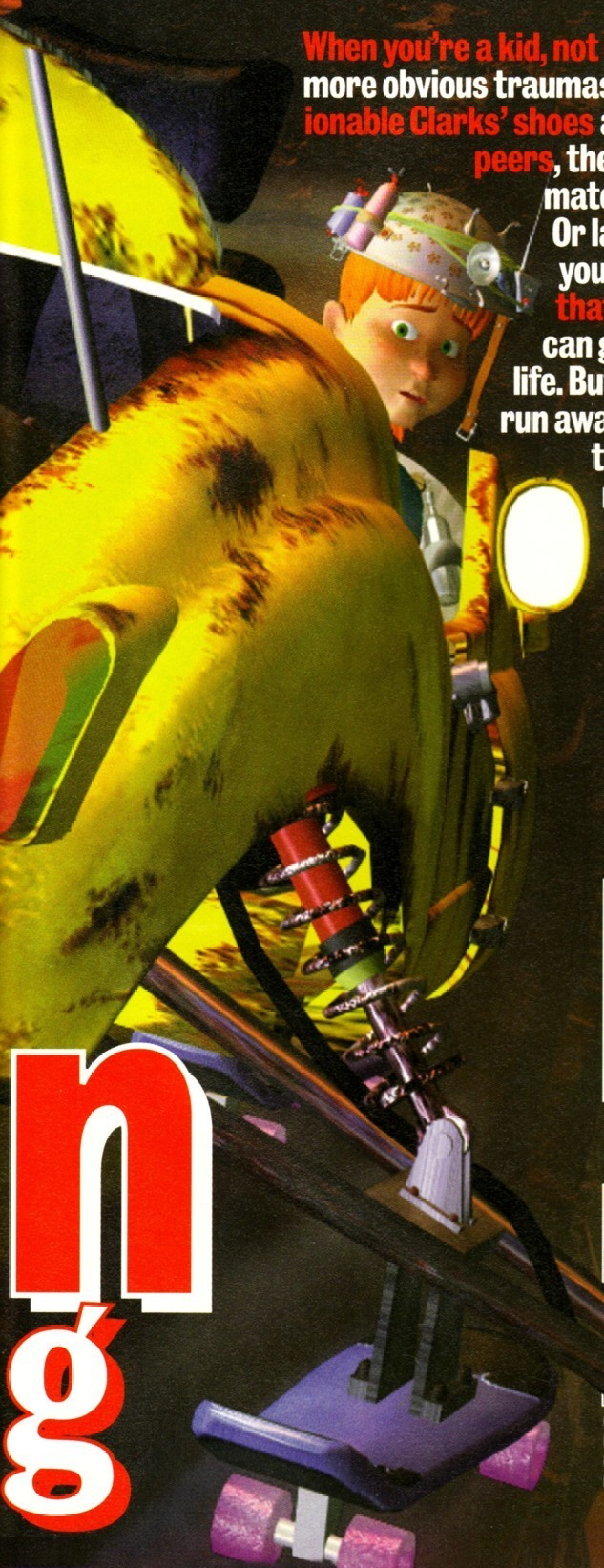
1. Can Sony stop bands like The Chemical Brothers putting their music on saturn games?
2. Do you think that Sega games are getting a tad repetative? VF1, VF2 and VF3 all in the space of just over a year. (Not to mention the new Sonic game, Virtua Fighter Kids, Fighting Vipers, Last Bronx etc., all of which are based on the Virtua Fighter formula).
3. When will you publish the FIFA cheats?
4. I heard rumours that a football game sponsored by Addidas is coming to the Saturn. Is this true?

Mick Devlin, Londonderry.

1 Yes, because they're on a Sony label. 2 There's some truth in what you say. The success of VF meant that there was a variety of sequels but I think there's a lot of variety out there. 3 The cheats in question were published in last month's issue (number 7). 4 Addidas Power Soccer has been released on the PlayStation and the chances are Psygnosis will convert it to Saturn.



One Ma
and his Do



When you're a kid, not everything goes to plan. Apart from the more obvious traumas such as mouldy sea monkeys, unfashionable Clarks' shoes and ritual ridicule from your older peers, there's the more pressing matter of mates. No, not those kind of mates. Friends. Or lack of them. Yep, there's only one thing you can rely on when you're a kid, and that's a dog. Blindly stupid, a mangey mutt can guarantee adoration for life. But what happens when they run away too? Who do you turn to then? Waaaahhh! Sam Hickman needs a shoulder to cry on...

If you'd have seen a game like Heart of darkness a few years back you's have assumed one thing — that it was an interactive movie. You'd be groaning at the thought of something like Night Trap, Double Switch, Tom cat Alley and the like. Naturally the process all became very dull very quickly, the novelty quickly wearing off. But Heart of Darkness isn't like that. It might look too good to be true, but it follows the history of games like Flashback and Another World. Games that see you controlling the character all the way through the game and not having to suffer the perverse delights of naff acting debuts by ~disillusioned Hollywood wannabes.

Paris based Amazing studio have been working on Heart of Darkness for almost three years now, and they'd no doubt forgive you for thinking this looks a bit too good to be true. But true it would seem, and with the game set to hit the shelves by October, we could be looking at a jolly fine game indeed.



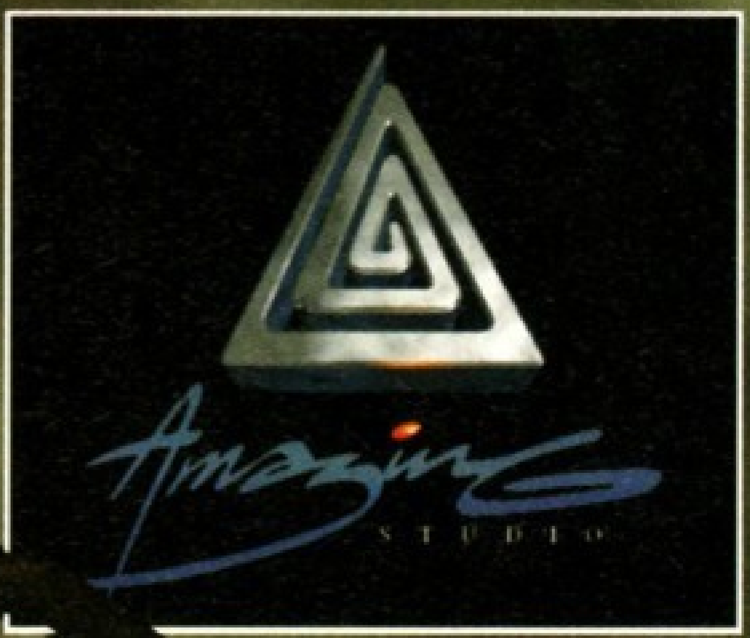
Not exactly the sort of face you want to see over your porridge, that's for sure. Luckily he's not real.



I used to have a biology teacher who looked almost exactly like this bloke. But he never locked me in a cupboard.



One of the first action scenes the player finds him or herself involved in. You're thrown right in at the deep end with hordes of shadow beasts to conquer. Aieee.



This is the Amazing logo. And what an amazing logo it is. It's chrome form suggests futurism, whilst the infinite spiral design leads the viewer into paradigmatic thoughts.

ng



IT COST MUCH MONEY!

Yep, welcome to the new interactive movie world order. In fact, it's so new, it's been renamed "interactive action". Out with all those corny actors, dodgy set designs and static gameplay, and in with a jaw-dropping mass of beautiful graphics and fully interactive gameplay. Heart of Darkness has been three years in the making, has a £1,000,000 production budget and has a star studded production crew responsible for the ground breaking Megadrive title Another World, plus composers from Tombstone and Miracle on 34th Street. Make no mistake, these guys are serious about their interactive games. In fact, they're so serious that for almost as long as they can remember, all they've done is eat, sleep and breathe Heart of Darkness...

IT'S NOT LIKE ANYTHING YOU'VE SEEN BEFORE!

So, what's so special about Heart of Darkness? Well, imagine a cartoon of absolute top quality. Something like Toy Story. Now imagine that in a game, with the voices, the special effects – everything! Well, you're part of the way there in imagining what Heart of Darkness is like. Of course, there's loads of gameplay to it as well, and there's a good storyline too. Like most small children, Andy is afraid of the dark. In fact, he's so afraid, he sleeps with the lights on and everything. But of course, there's a point where he just has to face his fears. And that time comes when he spots his best friend, Whiskey the dog, disappear into the darkness. Naturally he waits around for a while just to see if he'll come back again. But when he doesn't, there's only one thing he can do – strap into his home-made rocket ship, blast into the darkness and attempt to rescue him.



Another beautiful shot from the game. I wish I had a rocket like that. But no-one does. Not even this kid, because it's not real.





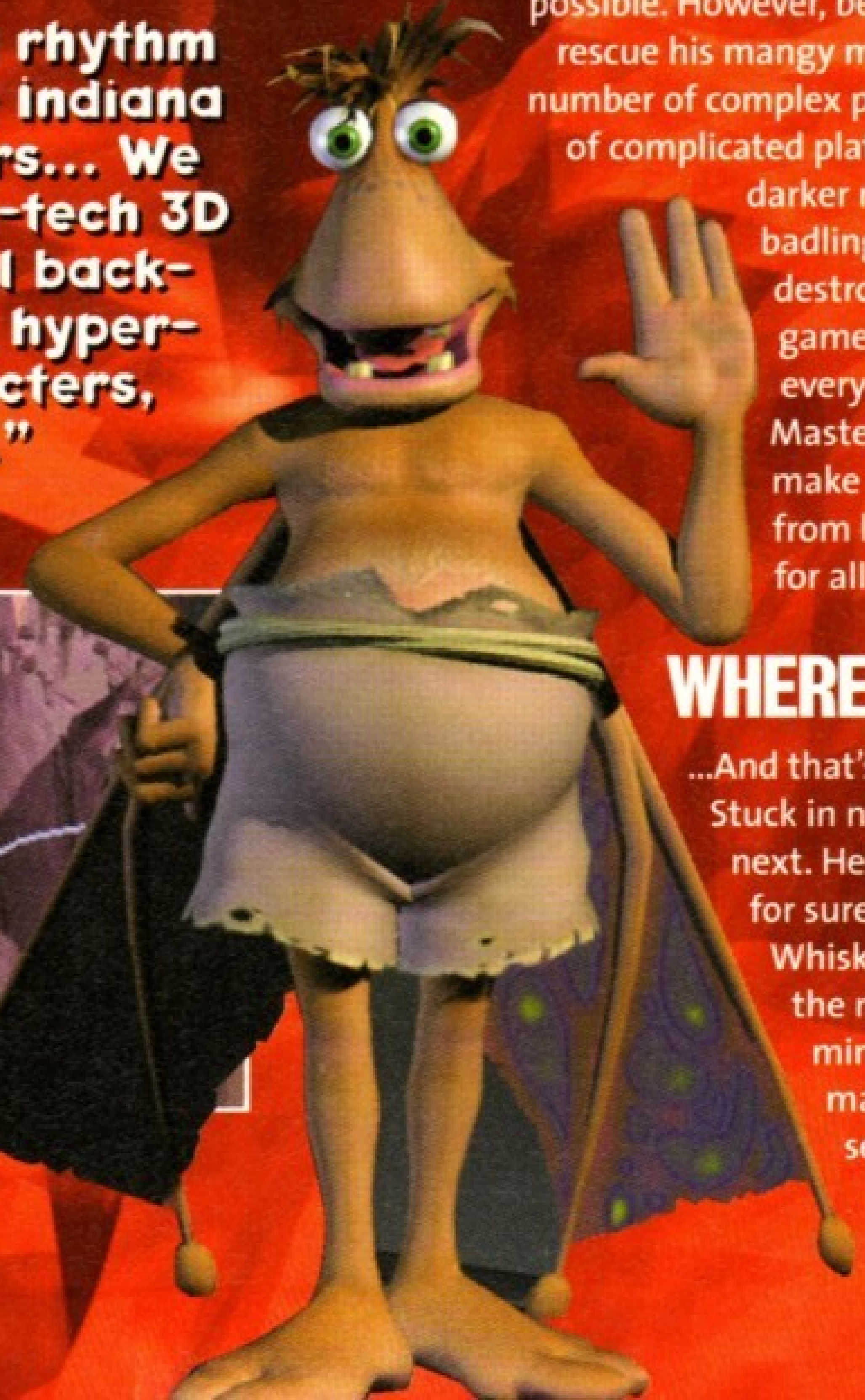


"We were inspired by the speed and rhythm in the American adventure movies – Indiana Jones, Back To The Future, Star Wars... We don't want our images to look like hi-tech 3D computer images, but more natural backgrounds closer to a painting than a hyper-realistic rendering, and for characters, something closer to cartoons."

Eric Chahi, co-founder, Amazing Studios

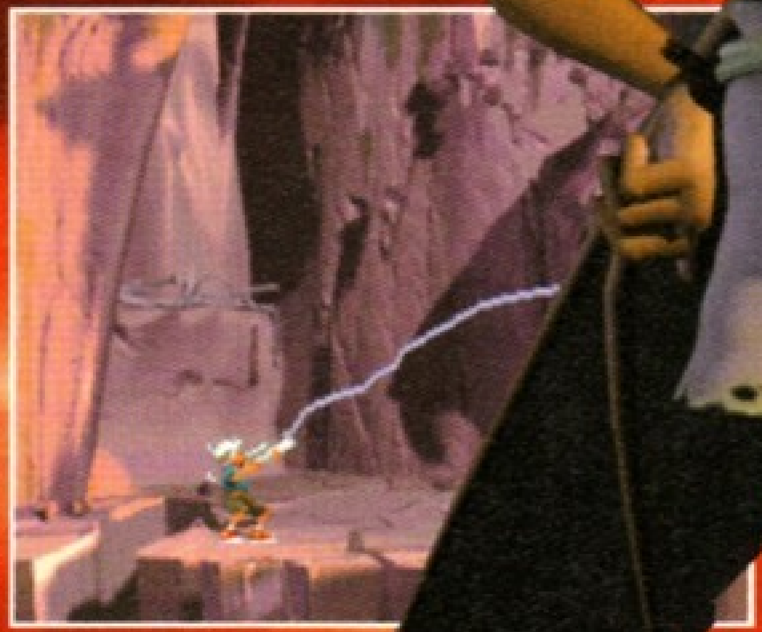
I AM THE MASTER!

And so the adventure begins. After a bit of a crash landing and a look around, it becomes clear to Andy that his dog's disappearance involves the Master of Darkness. As you would expect, the master is from a different dimension and as such doesn't take too kindly to children interfering with his plans, and so promptly attempts to make as much trouble for the young Andy as possible. However, being a resilient sort, Andy is determined to rescue his mangy mutt although to do this he'll have to solve a number of complex puzzles, not to mention conquering an array of complicated platform levels. And to top it all, as he's in the darker realm, he'll encounter loads of nasty badlings who would really love to completely destroy him. These nasties pop up throughout the game and attempt to sabotage young Andy at every possible moment. They all work for the Master of Darkness you see and any progress they make means that Andy is one step further away from his pooch and one step closer to a life in hell for all eternity...





That looks just like Sam when she comes in every morning. And all the rest of the day.



And that looks like Heart of Darkness.

WHERE'S THE WHISKEY?

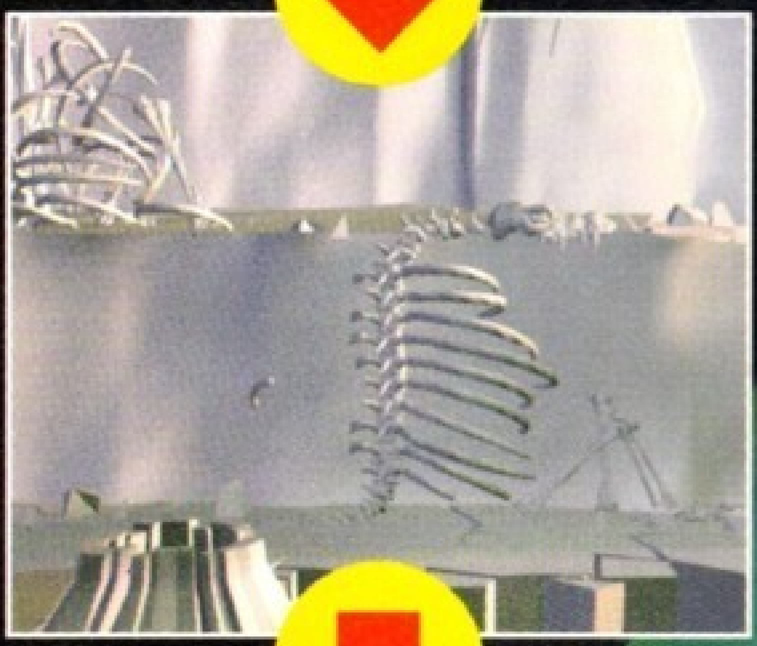
...And that's where we have to leave the poor little fella. Stuck in no-man's land without a clue of what to do next. He's got a pretty hard task ahead of him, that's for sure. Why, even without the worry of finding Whiskey, he's still got to take care of himself in the midst of utter chaos. There's the master's minions to conquer, impossible landscapes to manoeuvre and of course, there's the ever-present fear that Whiskey the dog has ended up in chasseur a le chien on the Master's table.



(BELOW) This is the screen editor Amazing used to design how each level would look and function. Complicated, eh?









Games this nice looking don't just grow on trees, you know. At least, not on this planet. The sequence above shows how Amazing's fevered thoughts grew from pencil sketches, through to SGI renders and finally to the lovely Saturn graphics on display in the final shot. It must have taken them ages, but it's a great likeness. Imagine having to do that for EVERY screen in the game.

NOT FADE AWAY

As with Flashback, what's impressive about Heart of Darkness is the blend between the interactive and the cinematic, giving the player a strange blurry feeling between the boundaries of film and gameplay. For instance, you'll be climbing a wall and just about to make it to the top when all of the sudden, the screen will begin to move and morph into a cine routine. However, through most of this changing process you'll get the feeling that you're actually still controlling the joypad, right up until the very last moment before the FMV takes over. This helps to give the adventure more continuity and prevents all those horrible loading intervals that have become all too common in interactive-type adventures.



Our wee pal escapes school by hopping on this streetcar. Or tram, as we call them.



And this is the school from which he wishes to escape. Looks grim.



Aah, and here he is with his faithful hound. How sweet.

DIDN'T THEY DO WELL?

Wondering where Amazing Studio came from exactly? Funny that, so were we. So we decided to probe into their past a bit and this is what we came up with:

1992: Delphine Studios released Another World on the Megadrive to a flurry of excited gamesplayers who were absolutely amazed at the quality of the graphics. The game was also very highly acclaimed and won many 90%+ marks in many games magazines.

1992: Another World Creator Eric Chahi finished at Delphine and began pondering a new project. Work commenced immediately on an exciting new PC title, Heart of Darkness.

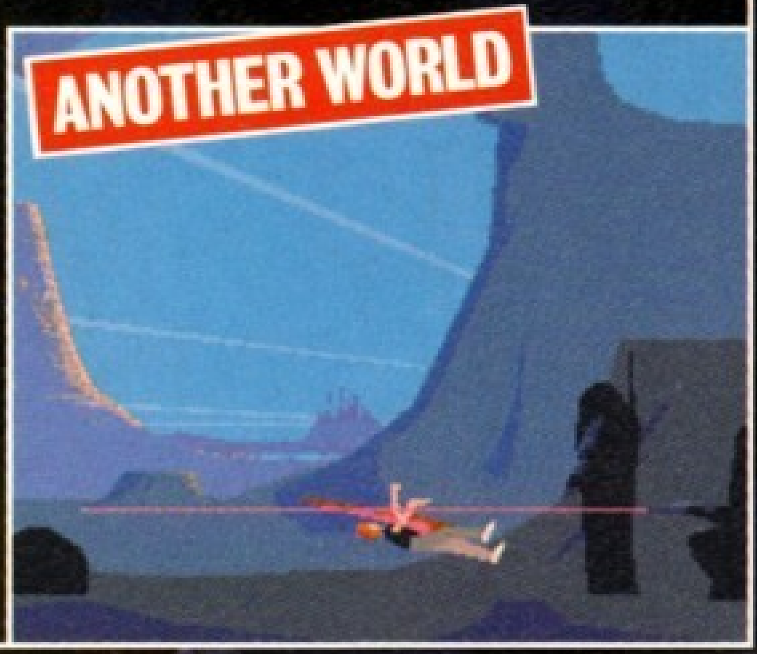
1992: The semi-follow up to Another World, Flashback is released on the Megadrive, and once again, the entire world goes crazy for the ground breaking graphics and involving gameplay.

1992: Flashback megadrive programmer Frederic Savoir completed work at Delphine and joins up with Chahi to form Amazing Studio Others responsible for the creation of Flashback soon join them.

1995: Amazing begin to show off their three-year-in-the-making product. As predicted, everyone starts dribbling like babies.

1996: Sega sign the title up for a Saturn release and sign a deal which allows them to release a Saturn version before the title will be out on the PC. Anyone interested in Sega starts jumping for glee and looks a bit mad.







FAMOUS PEOPLE LIKE IT TOO!

When the movie world started hearing rumours of a new design studio that was creating incredible visual material, they all started clambering over themselves to find out exactly what was going on. When amazing went to the E3 they found themselves approached by none other than Stephen Spielberg, the man behind classic kid films such as ET and Jurassic Park. He was absolutely astounded by the sheer quality of Amazing's work and even hung around for a while to see exactly how the guys put their work together. Likewise, Star Wars guru George Lucas. Of course, all this Hollywood-style visitation has led to to many rumours that Amazing are actually working on a project for Spielberg himself, although nothing's been confirmed yet. Could the project be a feature length Heart of Darkness adventure? A series of cartoons? Some top quality visuals for an exciting new project? Amazing are keeping incredibly quiet about the whole business, but they have promised to let us know exactly what's going on as soon as they can confirm anything.







SHOOT TO KILL

Although young Andy has entered the realms of darkness, not everything is scary and frightening. In fact, the dark side is quite light and cheery most of the time. As you can no doubt tell for yourself from the rather bright graphics displayed across these pages. Actually, quite a lot of the game is played out in an environment not unlike Earth, but with loads of scuttling creatures snapping at your ankles. There's swamp sections where you'll have to dodge huge man-eating flowers, underwater swimming, climbing sections involving, erm, climbing and shooting sections too. As well as a contracting level which bears a startling resemblance to someone's squelching guts!



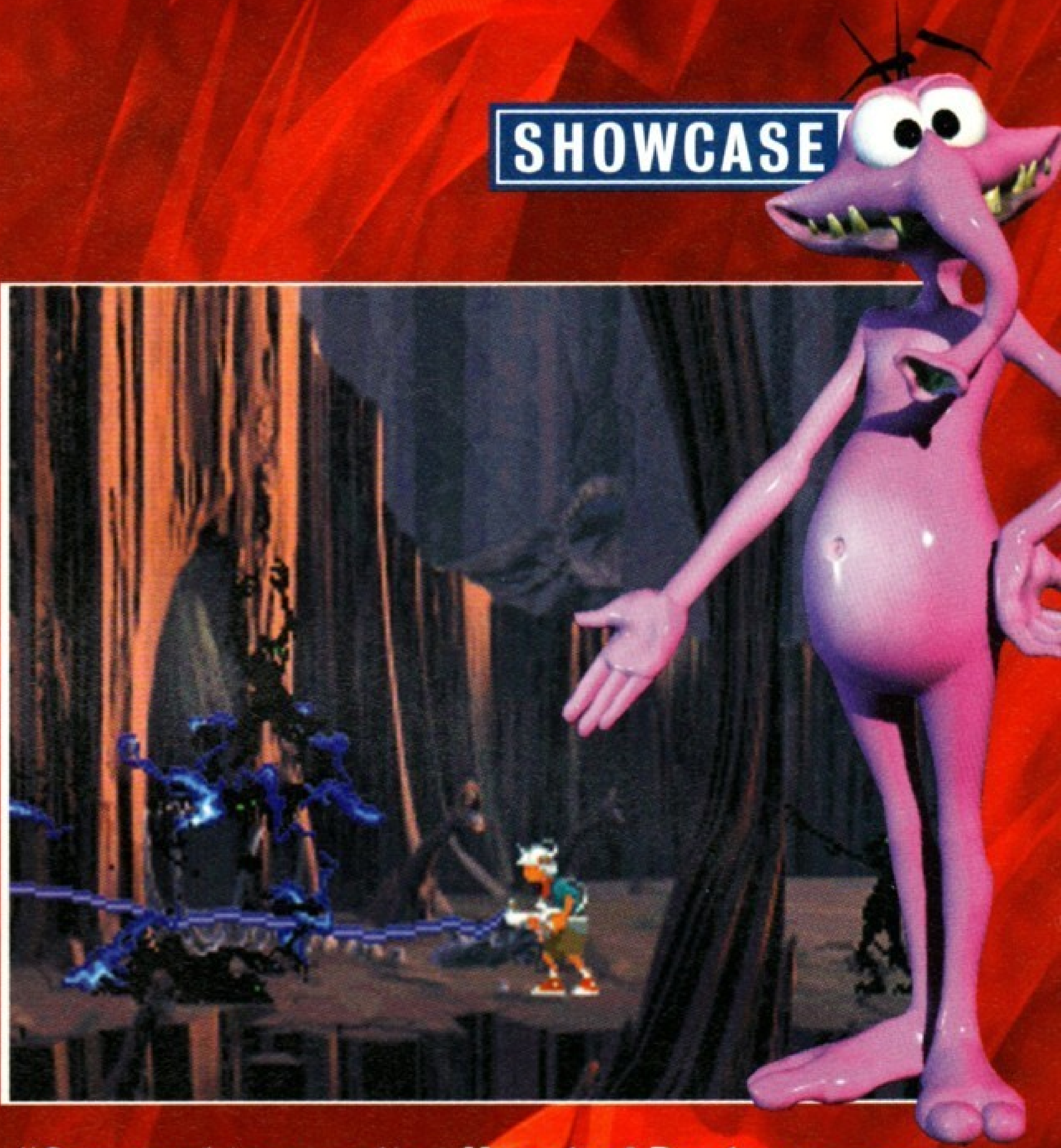
As you can see, these graphics are absolutely BRRR-III-LIAAAANT.



Our little pal finds himself underwater. Numerous bad things happen to him.



The animation on these shadow beasts is superb. They're actually very creepy indeed.

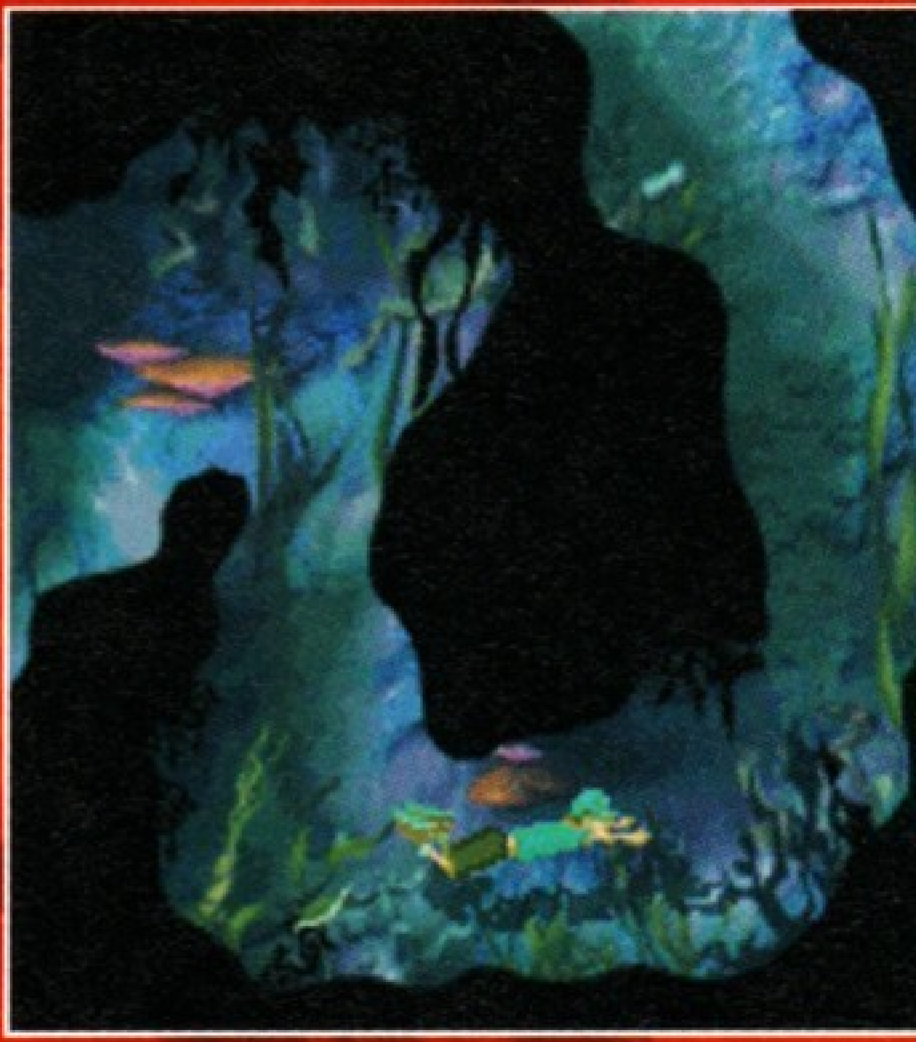


"Our goal in creating Heart of Darkness was to take gaming to a new level of sophistication."

Eric Chahi, co-founder, Amazing Studios







It looks like out hero is swimming his little way through the bowels of some enormous sea-beast here. But he might not be. It might just be a rocky underwater tunnel. Be great it is WAS a monster's colon, though.

TRULY INTERACTIVE ACTION? OR SPACE ACE NO-HOPER?

Is Heart of Darkness simply a jazzed up version of Space Ace with little more to offer in terms of interactive gameplay? Well, Amazing's answer to that would be " get out, you damned fool! Of course it isn't!" On a first look, it may seem as though there's more "filmy" bits than there is gameplay but that's simply because the two are practically indissoluble. Yep, you won't find a section of gameplay that doesn't mingle with the cinematic, and thankfully, it's not put together in a Digital Picture stylee – there's no cheesey dialogue, no grainy little window to view the action from and no pathetically lame storyline to follow either. What you get in Heart of Darkness is quality. Which is probably why it's taken them about three years to get the game together. Either that or they were just sitting around watching Neighbours all day.



BREAK AWAY

Although the roots of Amazing have been in place since 1992, the team have worked on the same projects way before that. You see, Amazing Studio were actually former employees of the highly acclaimed Delphine Studios. And if you're thinking that name rings a bell, then you'd be completely right of course. Delphine were responsible for some of the most innovative titles going on the 16-bit machines, including Another World and Flashback. However, Amazing founder Eric Chahi decided he wanted to go it alone and some of the guys he worked with joined him to set up his own company. Since then, the team have BEEN working on Heart of Darkness non-stop and although three years has passed, they're still being very secretive about the actual game. What's obvious though is the influence of that classic 16-bit title Another World. The gameplay. Although much improved over the original in terms of animation and graphics, it plays in a very similar way to AW, with the player manoeuvring a variety of platforms, solving tricky puzzles and battling against uncontrollable forces. In fact the story is kind of similar too, with the young Andy battling against the powers of evil to get himself and his dog out of a parallel dimension and back to Earth.





Killer plants are a constant hazard in Heart of Darkness. Well, not quite constant. In fact, barely frequent. There just are some.

(BELOW) Another beautiful scene from the game. There's loads of them, and they're ace.



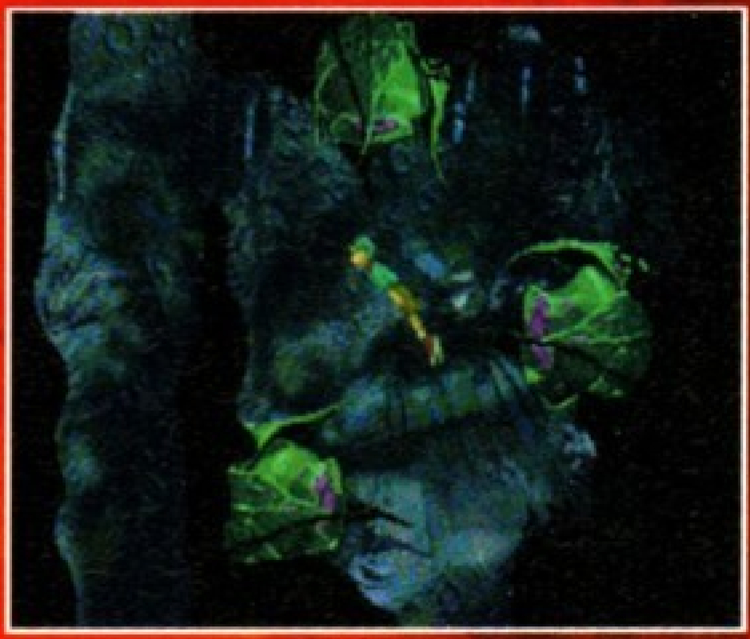
Children like to swing through trees. It's a rites-of-passage thing.



"We're doing something we'd like to play and see on our computers. Also, we're trying to merge video games with the movie style"
Eric Chahi, co-founder, Amazing Studios



This leap looks impossible, but this kid has a lot of tricks up his short sleeves.



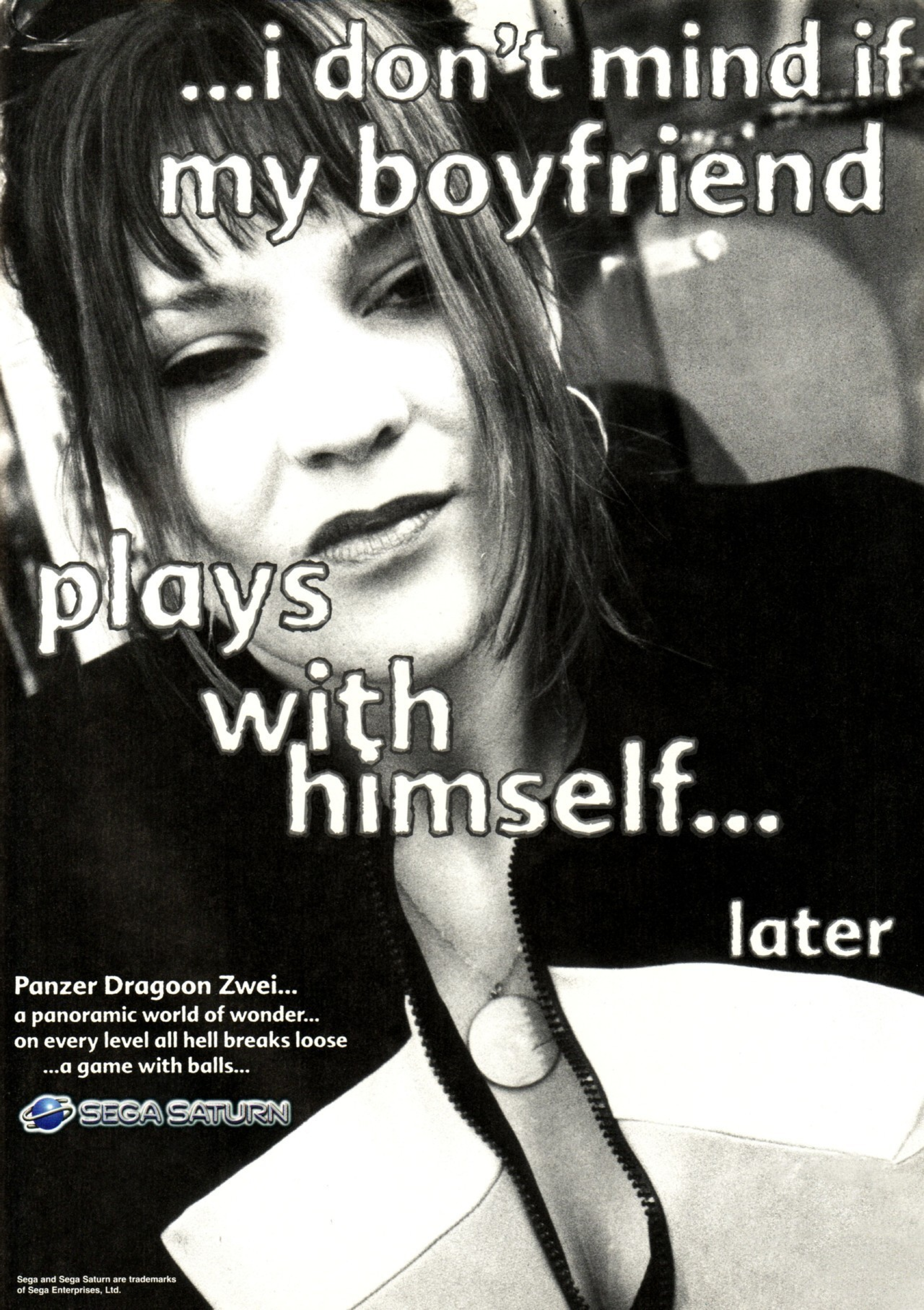
He can hold his breath for extremely long periods of time, too.





THE FULL MONTY

The sound effects in Heart of Darkness aren't like the sounds heard on other games. Nope, a recording studio with the best in technological equipment wasn't good enough for Amazing. They decided to draft in an entire orchestra to record their sounds and score, plus they enlisted the help of film musician Bruce Broughton (who worked on other animated adventures such as Rescuers Down Under) to create the soundtrack. The result is unbelievable – crystal clear sound effects and sweeping scores that would be more at home in the movies than in a game. This in turn adds an incredible amount of atmosphere to the game adding to it a more "epic" feeling. The sound team are also extremely experienced at bringing film scenes to life and between them have worked on blockbusters such as Leon, Big Blue and Nikita. So, they know what they're talking about.


...i don't mind if my boyfriend
plays with himself...
later
Panzer Dragoon Zwei...
a panoramic world of wonder...
on every level all hell breaks loose
...a game with balls...
SEGA SATURN
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The first big news was that WipEout was coming to the Saturn. Now Psygnosis have put their other hit driving game, Destruction Derby, under the knife. Here – at last! – is our look at this classic title.

Hi! The name's Felix Klein. I'm a stuntman. Or rather, I'm the stuntman. You know, sometimes a guy will ask me why I do such crazy stunts. I laugh, sit them down and tell them this; a 7th Century Indian guru called Shadra speaks of the wisdom of the infinite that lurks behind the veil of physical death. By drawing myself constantly to that veil and finding glimpses of the infinite through it, the light of life glows all the more fervently and the manifold destinies of the spirit are imbued with the intimations of the gods. After using my gift of guruistic enlightenment to explain how true sensitivity and peace lie at the root of my crazy high adrenalin stunts, my listener looks slightly lost. Unfortunately, he doesn't know 'the way'. He asks me another question. 'So that's how you'd explain jumping a canyon on a burning skateboard with two kilos of Semtex explosives strapped to your head?', he asks. I smile. 'Life is but the firefly that renders the intensity of the expansive darkness', I say chuckling. 'In an instant it can be extinguished. Its fragility is the essence of its power. 100% pure adrenalin buddy', and I pat him on the shoulder. Again he stares at me quizzically, 'So it's not because you've got a weasel's wedding tackle then?' he asks. At that, I turn to him contemplatively, drain a philosophical silence, and then smack the smarmy git over the head with my skateboard. >>







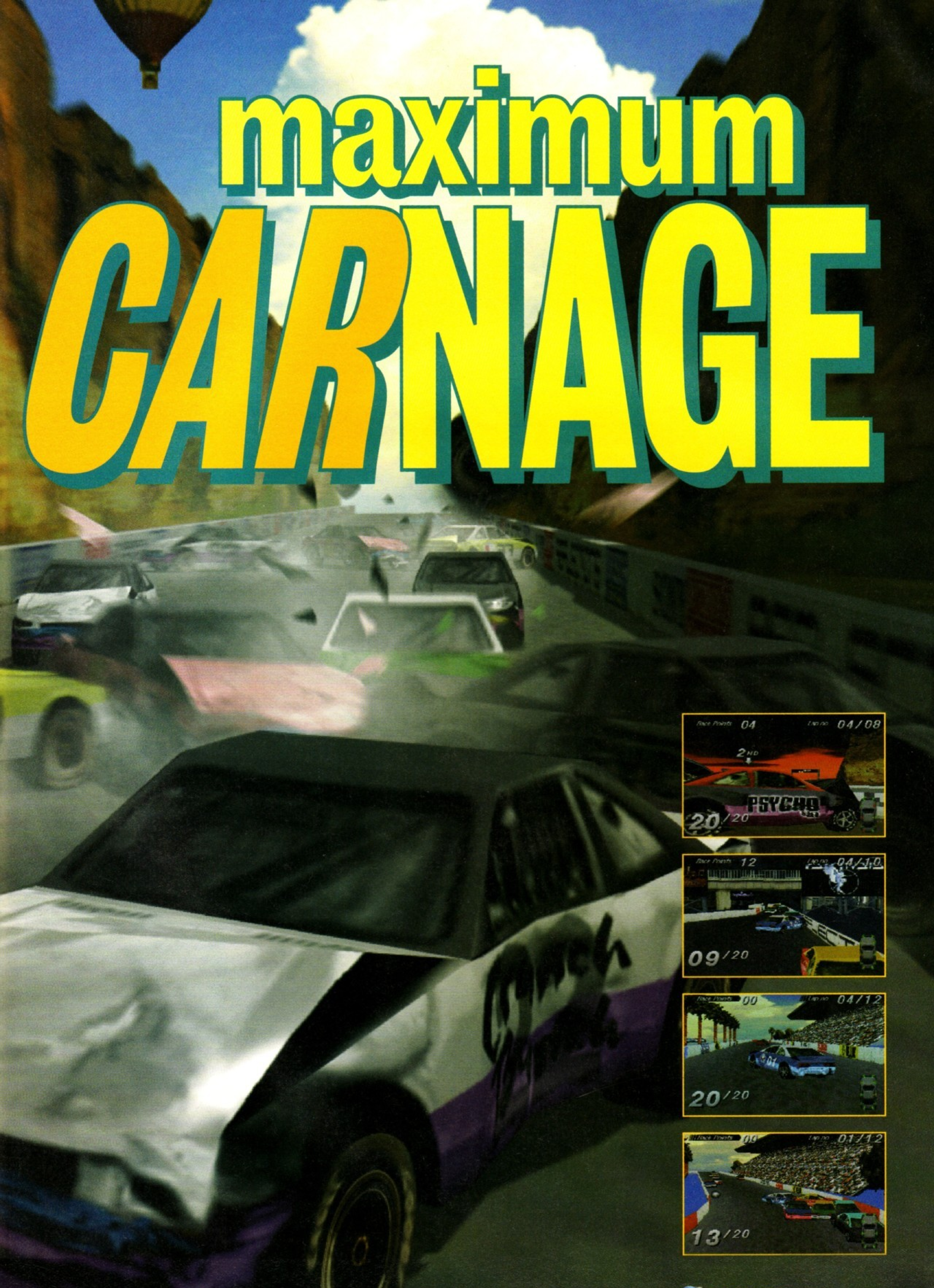








maximum CARNAGE

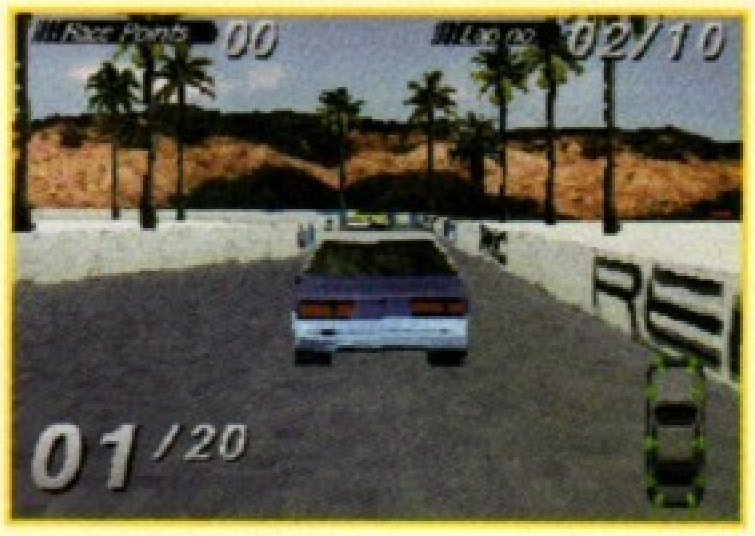


>> Do I do stunts with cars you say? Yea sure, so long as it's damn dangerous. More dangerous the better you know, draws you to the threshold man. Destruction Derby? Sounds like ice man. What do I have to do? Play a computer game?! Where's the danger in that? No, forget it. Anyway, I hear Mount Etna's about ready to blow. I'm off to surf some lava man...And here we leave Felix walking off into the sunset, the whooping cries of 'to the max!' and 'extreme buzzardo man!' echoing as he goes...

But before turning the pages and perusing the screen shots, you might like to breathe a huge sigh of relief at the fact that it's finally here. We expected to see it as far back as March but programming being the highly complicated business it is, Destruction Derby has suffered from a whole host of delays. The arrival of WipEout was proof that Psygnosis could pull off a decent conversion of a PlayStation title, and it succeeded in whetting peoples appetites for their other big driving hit. Destruction Derby is being converted by a different team from the one that worked on WipEout, but it is shaping into an equally fine game. Unfortunately there's still some work to be done on it so you're not likely to see the game in the shops until July or August. But, being the benign figures we are, we don't want to see you suffering anymore so comfort yourself with our extensive coverage.

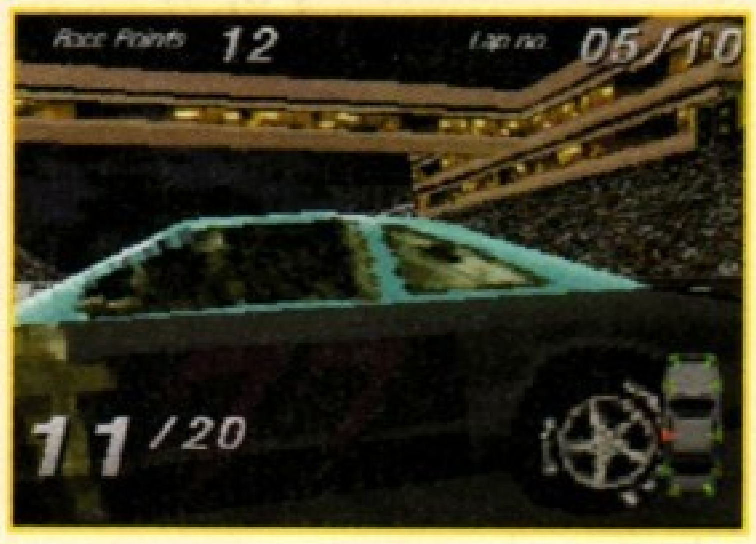


There are twenty cars in Destruction Derby and they all take to the circuit at the same time. That makes things pretty crowded I can tell you, and it naturally means there's plenty of pushing and shoving going on.



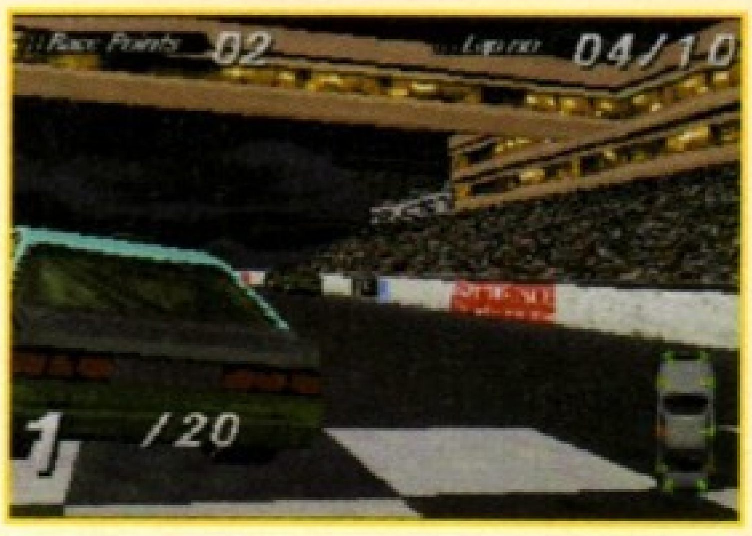






A BOWL OF FRUIT CAKES

This is where the fun really starts. Should you choose to enter The Bowl your objectives are simple; firstly steam in and try to cause as much damage as possible to the other cars, and secondly, try to avoid accumulating too much damage yourself. You'll earn points by causing cars to spin 180°, 360° and so on. When a car has finally been written off it'll sit spuming black smoke. Obviously those who survive the longest stand the best chance of gathering up points. Should you gather enough points in a season you'll get promoted to a higher one where the drivers are more psychotic and ruthless. The Bowl can be played another way though. Rather than all-against-all, you can play it as all-against-you. In this mode the objective is simply to survive for as long as possible. Suicidal it may seem but this mode is good for honing your skills.





This is the City heat course which is the only race that takes place at night. Still, don't let that stop you driving like a maniac. Just make sure you put your headlights on.



The first, second and third placed cars are all arrowed to stop you getting confused with all that crushed metal and smoke, and they let you see what your targets are.
So go my child, race until your dreams come true!



Here's a huge pile up in The Dome. The programmers have still to do the texture mapping for the driving surface.





Each driver has a number and a groovy name like Crusher or Hard Man. if you want to check them out properly, go to the option that lets you stroll around the truck park. You'll find their car there in its dishevelled condition.







When you think about it, destruction derby is a bit like driving in London. Except of course there are no hairy arms hanging out of windows, or swearing, or aggressive sign language.

THE FANTASTIC FOUR VIEWS

Different viewing angles in race games are nothing particularly new these days, but that doesn't stop them from looking dead smart. In Destruction Derby you zoom in and out for four different viewing angles. The first is the in-car view and it is this one that tends to look the most exciting. The drawback is of course that it's also the most confusing. The second view is from just behind, almost as if you were sitting on the car boot. The third view draws out further to give you a better view of the road ahead and the drivers about you, and the fourth, most distant view allows you to see what's going on well ahead of you so you can plan evasive manoeuvres if there's a crash up ahead.









FIVE COURSE WHEELS

If you were going to criticise action in The Dome of anything, it would probably be a lack of the traditional racing element usually associated with motor sport. Well purists, have no fear because there is also the opportunity to race in Destruction Derby with a choice of five tracks, going from the incredibly simple to the far more dangerous crossover tracks where there are wheel-spinning collisions aplenty. Each race involves ten circuits of the track and there are twenty racers in all. Here's a look at each of them:



SPEEDWAY: This is the first of the tracks and the most simple with cars moving round an oval in an anti-clockwise direction which means there's lots of left-handers over the ten laps. The talent is in picking up enough pace down the straights and then timing the turn perfectly to avoid heavy scraping in the barriers.



CROSSOVER: Set out in a figure of eight, here's where the fun really begins. As the field begins to stretch out the crossroad becomes treacherous. A stroke of bad luck and you could find racers crashing into your side. Also, beware going down the course the wrong way after a confusing spin at the crossroad!



OCEAN DRIVE: With its elegant palm trees and sumptuous greenery, Ocean Drive doesn't look like the kind of place to conduct mass automotive mayhem. Still, conduct it it does on a course that is quite complicated with lots of bends,



CACTUS CREEK: With a fine desert sunset, Cactus Creek gives off a mellow vibe. Not so the circuit with its long straights and numerous crossovers. Of all the courses, this is the one where you're likely to get the most side-on collisions, and its number of bends make it the most demanding on your driving skills.



CITY HEAT: This race takes place at night on a square circuit with lots of dark satanic looking buildings dotted around its edges. Racers travel in a clockwise direction which means there are lots of sharp right-handers to deal with. Expect some great pile-ups when the track narrows down to the width of one car and plenty of ramming ensues.















CALL PHIL MITCHELL

A display in the bottom right of the screen shows where your car is taking damage. There are a total of ten different damage points in all and as more of them go from green to red the performance of the car begins to deteriorate. The damage points near the wheels are perhaps the most delicate, affecting as they do your steering. If you're unfortunate enough to wreck your car then the race is over whether you've got any laps left to race or not. If you want to avoid damage then the best policy is, rather obviously, to stay at the front.



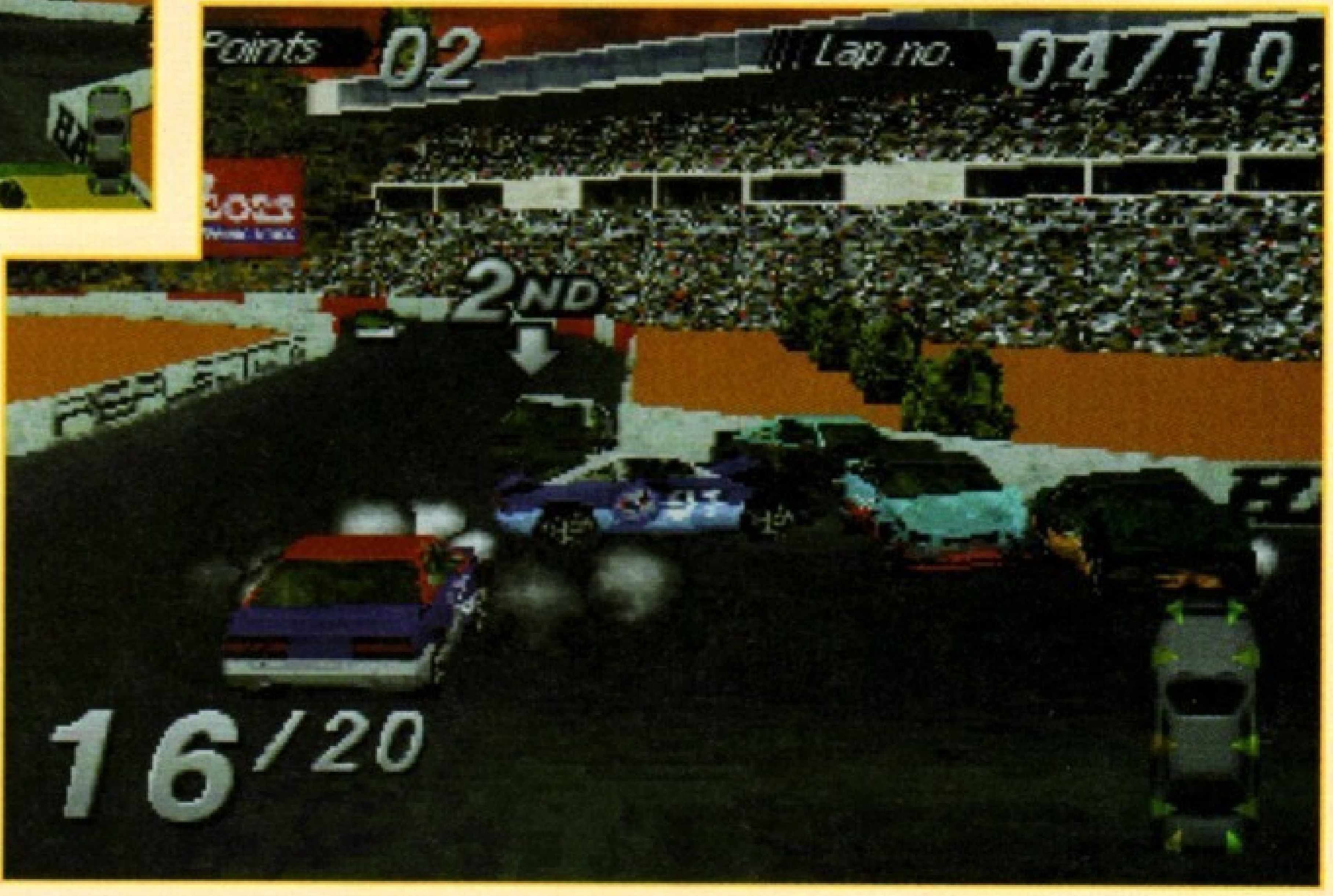


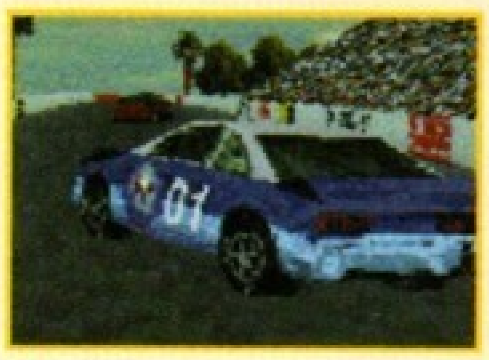




If you want to get an opponent to do a 360° turn and earn yourself some points, the best way is to wait until they're about to turn on a bend and ram them at the rear. That way they'll go spinning and you can overtake, laughing derisively as you go.









There are some absolutely amazing pile ups in Destruction Derby. the best place for this kind of carnage is The Dome. Here you'll learn how to really make the most of your aggressive driving instincts and also, by playing in the all-against-you mode, you can also work on some evasive techniques. This all comes in handy when you enter the Wreckin' Race mode and have to deal with some narrow lanes when everyone's after your hide!

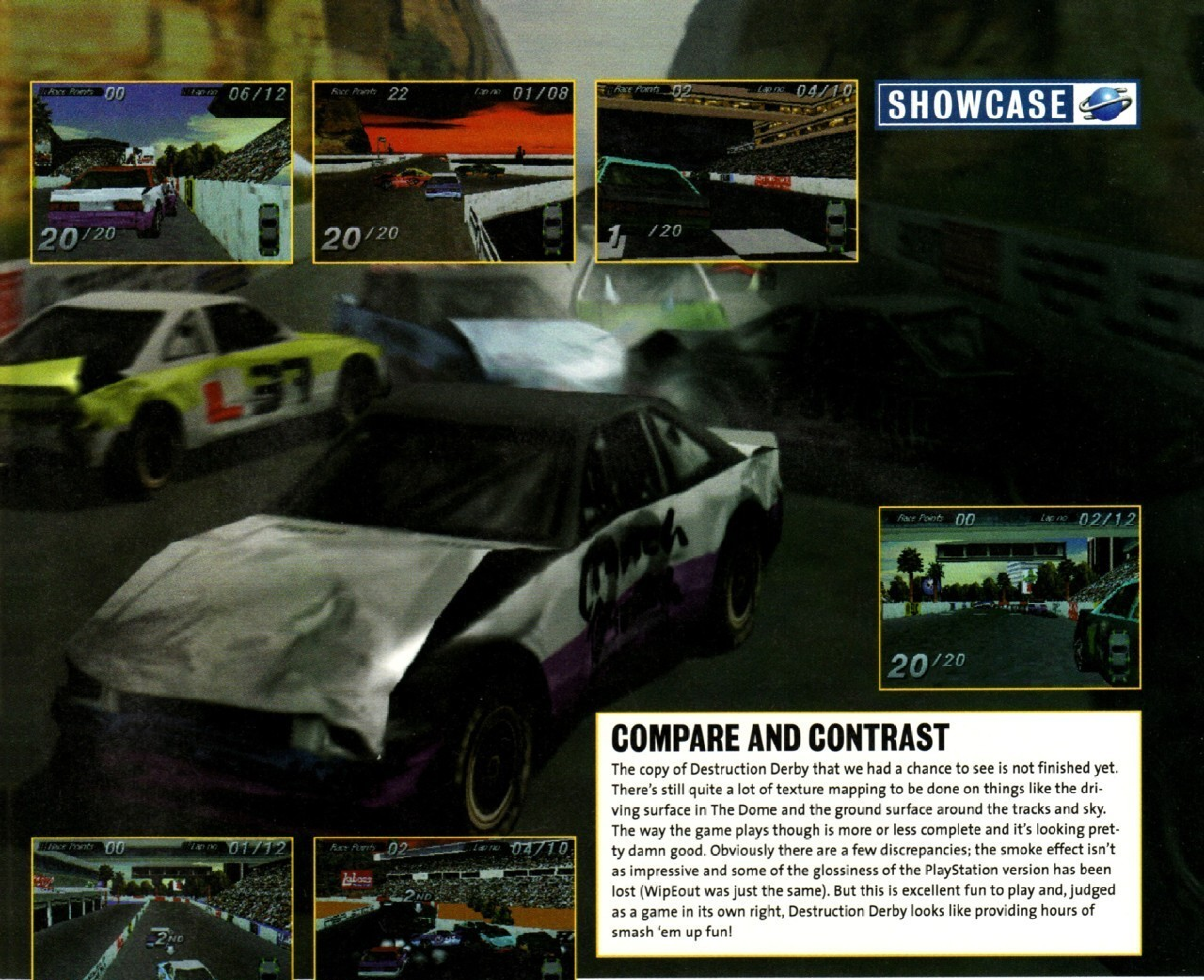




Just look at the state of that car. Careless driving! Always remember it's mirror-signal-manoeuvre. Then you drive like the wind!







COMPARE AND CONTRAST

The copy of Destruction Derby that we had a chance to see is not finished yet. There's still quite a lot of texture mapping to be done on things like the driving surface in The Dome and the ground surface around the tracks and sky. The way the game plays though is more or less complete and it's looking pretty damn good. Obviously there are a few discrepancies; the smoke effect isn't as impressive and some of the glossiness of the PlayStation version has been lost (WipEout was just the same). But this is excellent fun to play and, judged as a game in its own right, Destruction Derby looks like providing hours of smash 'em up fun!

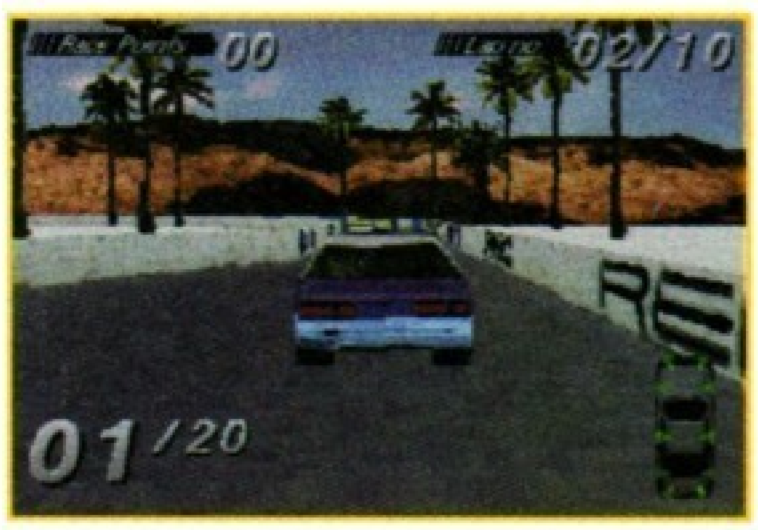
TO THE PREMIERSHIP

If the fun of smashing into other cars isn't enough to keep you excited, there's always the league. This applies to both The Dome and Wreckin' Racing. Players start off in the lowest division (there are four in all) and there are five racers in each division. After a season all the points are totted up and if you come out on top you earn promotion. There's also an option that enables you to check out the capabilities of your opponents as you go wandering around the truck park and it also means you get to see the kind of damage their car has suffered.











COUNTER POINTS

If you'd like to mix up elements from playing in The Dome and those on the race track, why not try the 'wreckin' race' mode that enables you to collect points as well. This way, even if you're not winning, you can still improve your situation by hassling the tail-enders you happen to be enmeshed with. Some of the tracks are better than others for picking up points. The Speedway track isn't so good because it's difficult to get those you're racing alongside to flip round. But the chance for 360°'s vastly increases when you're on a track with lanes that cross over. Hit the front or tail end of a car coming across your path and watch them go spinning!

The CHARGE of the Flight Brigade

Panzer Dragoon Zwei. It's a lovely game isn't it. Looks great, plays great and is great. But what if you're a bit of a duffer at it? Read on gamesters...

So you're having a good time playing Panzer Dragoon 2 eh? But you still can't figure out that Pandora's box. Or you're still a bit confused about what route points are, or how to get your dragon to evolve as quickly as possible. Well, blub no more dragooners because we at Sega Saturn Magazine are prepared to go to extraordinary lengths to keep you happy. At about 0200 hours last night we infiltrated Sega HQ, cunningly disguised in Sonic the Hedgehog Balaclavas, and smuggled out some documents marked Tip Top Secret. Only now can we reveal our findings. Just don't tell anyone ok or we'll cry and end up squealing to the cops.

GET TO THE POINTS

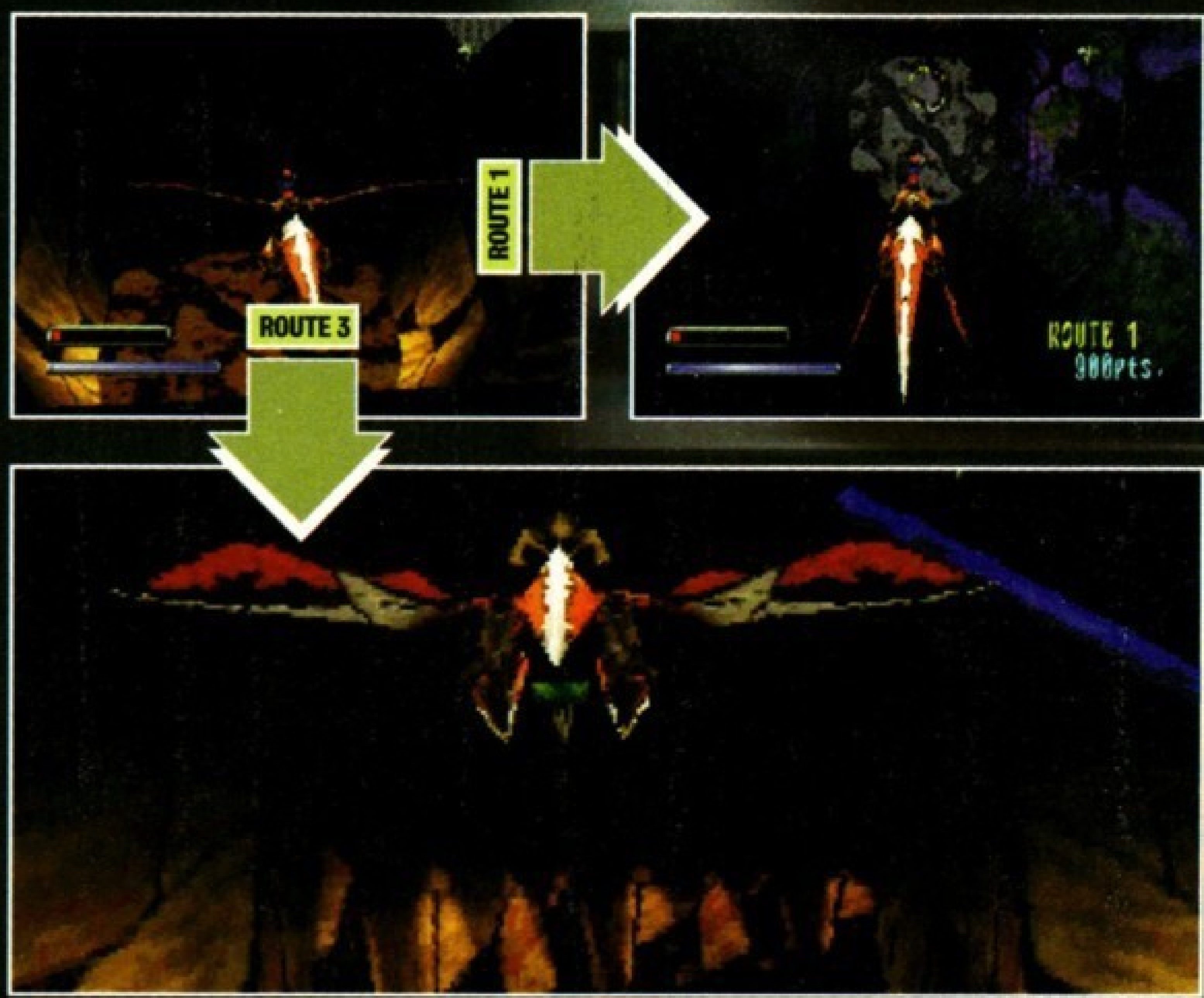
There are three kinds of points on offer: clear points, route points and technical points. Every time you finish an Episode, two 'clear points' will be awarded.

Route points though are more complicated. Episodes 2, 3 and 4 all have a choice of routes. If you choose the tougher of them you will receive route points. In Episode's 2 and 3 it's the left fork that earns you the point. However, Episode 4 features a choice of three routes. If you want to get the two points then as the first fork approaches keep flying high. This will lead you down route 3 which earns you a maximum two points. If you decide to stay along route 1, another fork arrives a bit later giving you the option to take route 2 which earns you a single route point. If you fail to take this route then you come away with nothing at all.

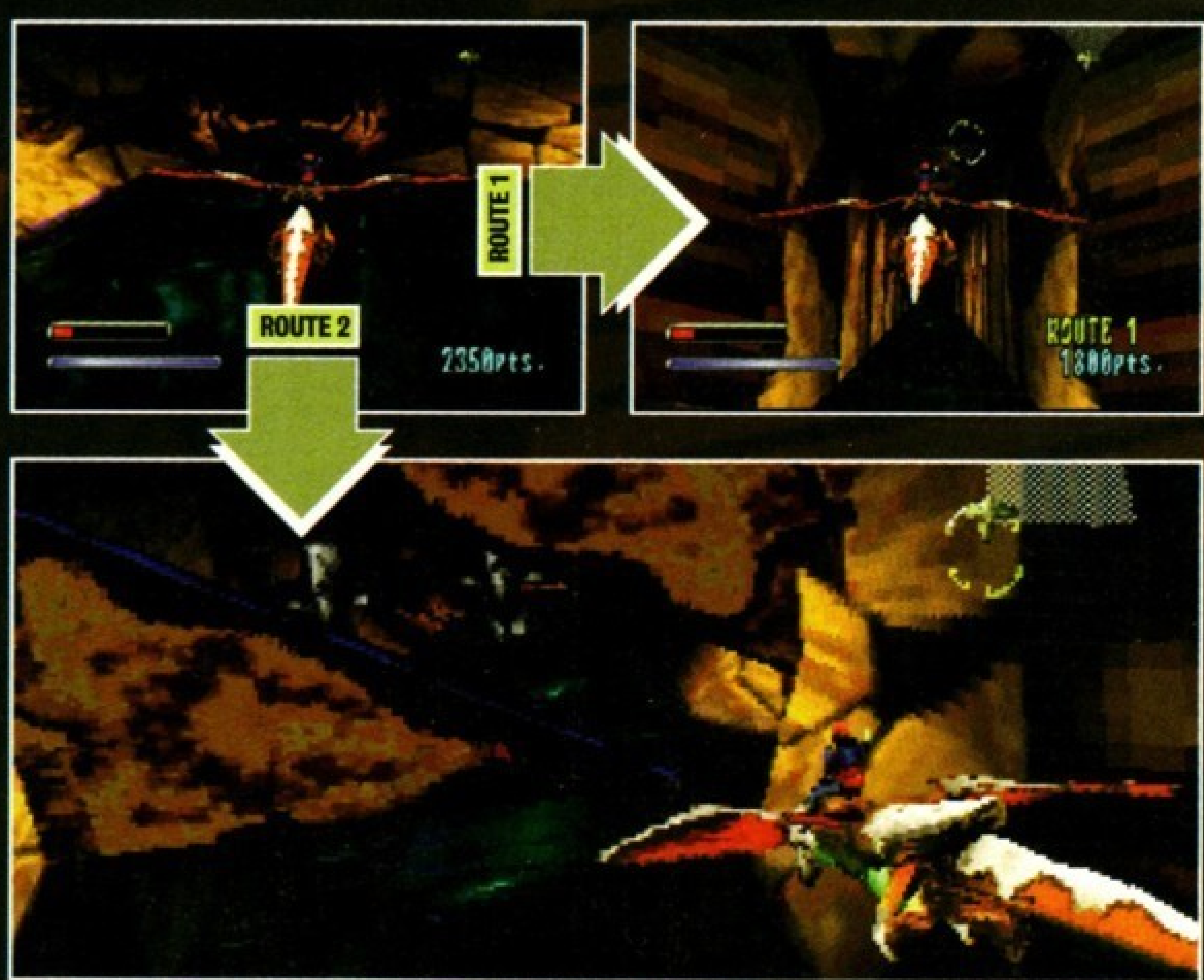
Technical points are awarded depending on your shoot down ratio. If it's more than 90% you earn two points, between 80 and 89% it's one point, and anything below that scores you absolutely zilch.



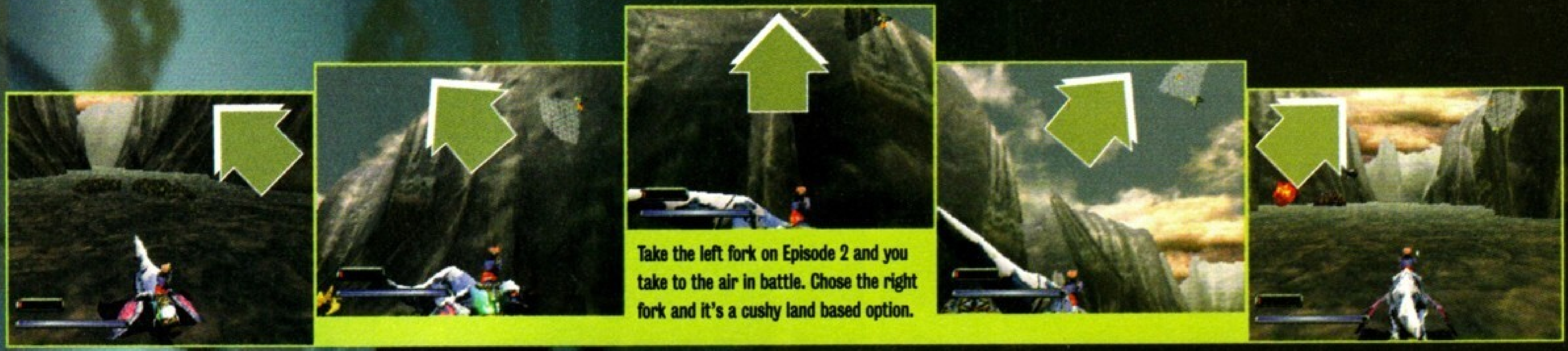
Episode 3 only features one opportunity to choose your route. the easy way sees flying giant catapillars attack, but the hard way involves some tough semi-boss type aliens.



Ok, now remember people, as you approach the first route choice, stay high if you want to head down route 3. If you're a bit of a softie who can't handle the toughness then you'll want to wait until later and maybe try route 2...



...and here's your chance! This time it's a matter of going left or right rather than high or low. Choose route 2 for the point. Take route 1 if you're softer than a melted marshmellow.



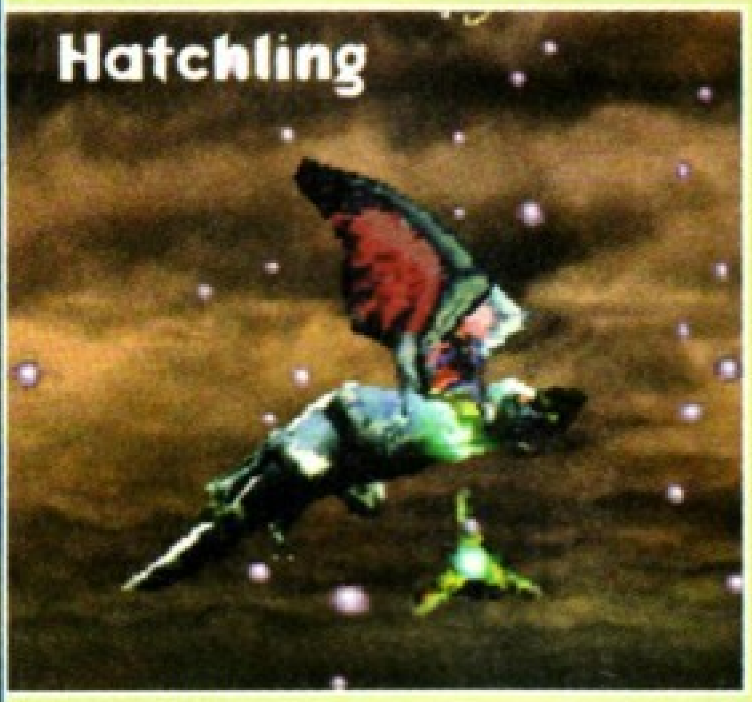
Take the left fork on Episode 2 and you take to the air in battle. Chose the right fork and it's a cushy land based option.

LOOK DARWIN! MY DRAGON'S EVOLVING!

Put quite simply, your dragon evolves according to the amount of points you've earned. Depending on how many clear, route and technical points you've picked up, your dragon will move on to the next generation. Here's a list of five of the generations and the points needed to reach them:

1st generation	(Hatchling)	0-1 pts.
2nd generation	(Glideling)	2-5 pts.
3rd generation	(Windrider)	6-12 pts.
4th generation	(Armonite)	13-17 pts.
5th generation	(Brigadewing)	18-22 pts.

It is possible to get a dragon beyond 5th generation. If you choose all the hard routes through the game the awesome Skydart makes itself available, although we've yet to discover any more dragons beyond this. Our instincts tell us though that there are three or four more dragons waiting quite literally in the wings.







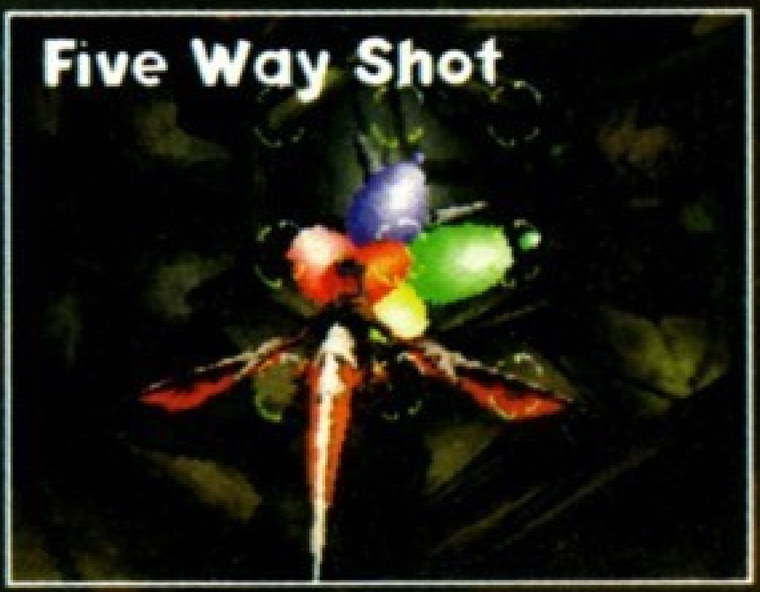






PANDORA'S BOX

There are six layers in all to Pandora's box. Each layer is opened when a player satisfies certain conditions. If you have played the game for more than two and a half hours then Pandora's box will be revealed and after that the options is provides grow more numerous depending on how many hours you've played the game or how many times you've cleared it. Among the options are a level select with is pretty self-explanitory really, although it includes 'Zerospace', a shooting range designed to test the speed and accuracy of your reflexes. There's also a weapons option which lets you select a three way shot, a five way shot and multi-laser, a heavy homing laser, odd globular type 'gravitation' balls and a tornado beserker.













AND HERE'S SOME MORE

If you want to keep a tag on how well you're doing as you progress through the game, then the ADEC display (Automatic Dragon and Enemies Control system) is what you want. If you set the instrument mode to full and press the B button on the two-player pad in a game, then a value system will be displayed which tells you what value rating you currently stand at, 0 being crap and 5 being expert.

If for some reason you want to see your radar in psuedo-3D then press the A button of the two-player joy pad as you're playing and it will automatically change to this snazzy perspective.

SATURNY NIGHTS FEVER

More exclusive pics of the Saturn game of the decade (so far)! Plus read a lovely interview with the perpetrators of this imminent classic!

Last month we surprised you all by unveiling NiGHTS – Sega's soon-to-be-massive new hero, and the first thing from Sonic Team since... Sonic. Go on, admit it, we *did* surprise you. There's no shame in it, you know. Doubtless we surprised all our competitors with our rather extensive coverage too, but we won't get into that sort of nonsense. Instead, we'd like to give you even *more* pics of this stupendous-looking title and some updated info on its development.

Work has been progressing at an almost alarming rate over in Japan. It seems Sonic Team wanted to crack as much of the game as possible before unleashing knowledge of its existence upon the world. The main game code is coming along nicely, which means all the play mechanics should be finished by the time you read this. There's still a lot to be done on certain sub-sections of the game (which we'll hopefully be able to show you next month) and not all of the levels are in place yet, but the control system and processing is all pretty much together.



This beautiful render is from the provisional NiGHTS introduction sequence, although this may be subject to change before the game is released.









(BELOW) A demonstration of the dramatic camera action. The viewpoint follows NiGHTS around the level as he flies in through the window – but not necessarily in a straight line.





A NIGHT AT THE OPIAN

The most noticeable new feature in the updated version of NiGHTS is the appearance of the other inhabitants of Nightopia. Cuddly little winged Nightopians and various surreally horrible Nightmareans have made it into the main game, which was previously devoid of hazards. The Nightopians share an obvious similarity with the Coneheads used to advertise the Saturn in Japan, with their pointy bonces, which even have a ring running around them (like the planet Saturn if you don't get the connection). The Nightmareans are a motley bunch based on serpents, wolves and other common nightmare themes. More of both races are yet to find their way into the game.



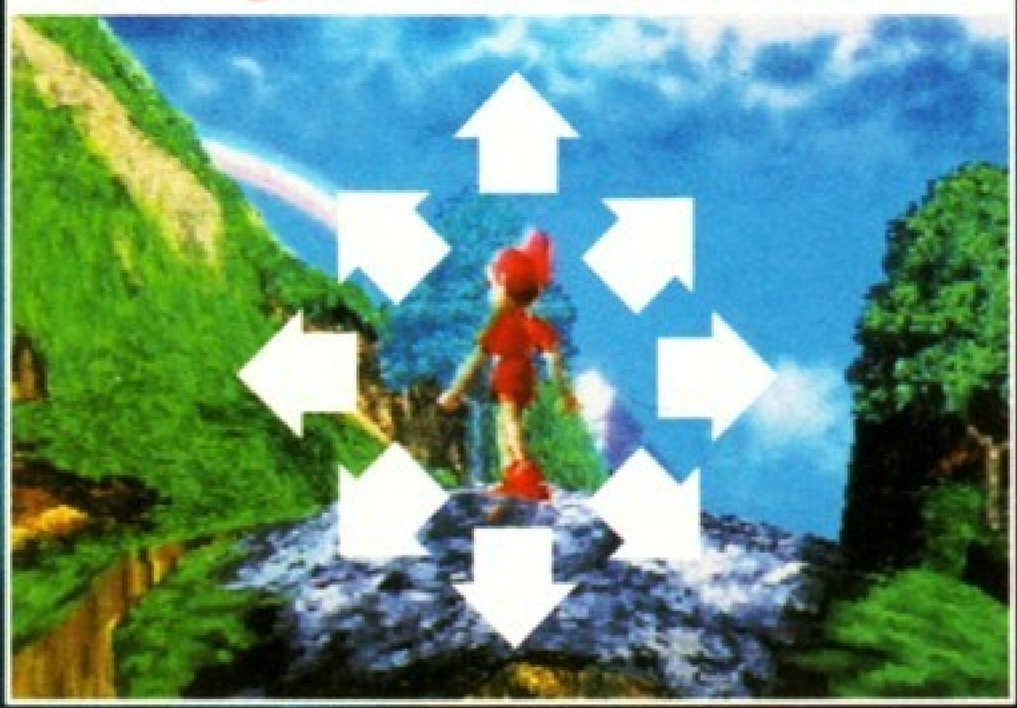




Claris demonstrates her all-new climbing capabilities. She slows her walking speed as hills steepen, until finally having to use her hands. Lovely though this effect is, it's dead scary when you're on an escape tip and your character gradually gets slower and slower! Aieeeee! Not what good dreams are made of.

Check out Claris ascending this rocky outcrop – note the gorgeousness of the grassy hill to her immediate left.

FULL 360° ENVIRONMENT

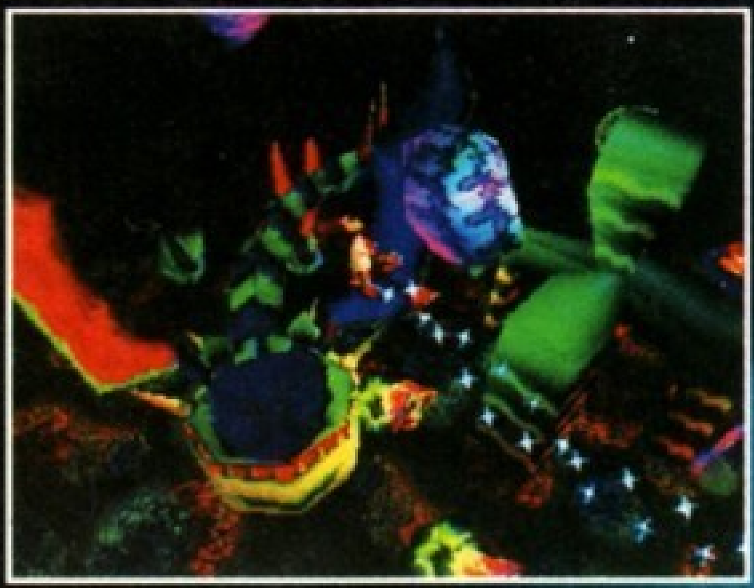


STEADY DIET OF VIEWS

Team Sonic have also spent some time renovating the use of the "camera" in NiGHTS. Previously, whilst the view panned around to follow NiGHTS himself smoothly, the perspective and distance of the viewpoint remained the same. Now the camera swoops around as if attached to NiGHTS' ankle by a long thread, occasionally panning out or zooming in to close-up, or displaying the action from a totally different angle from the norm. This is especially evident in the Boss Arenas.







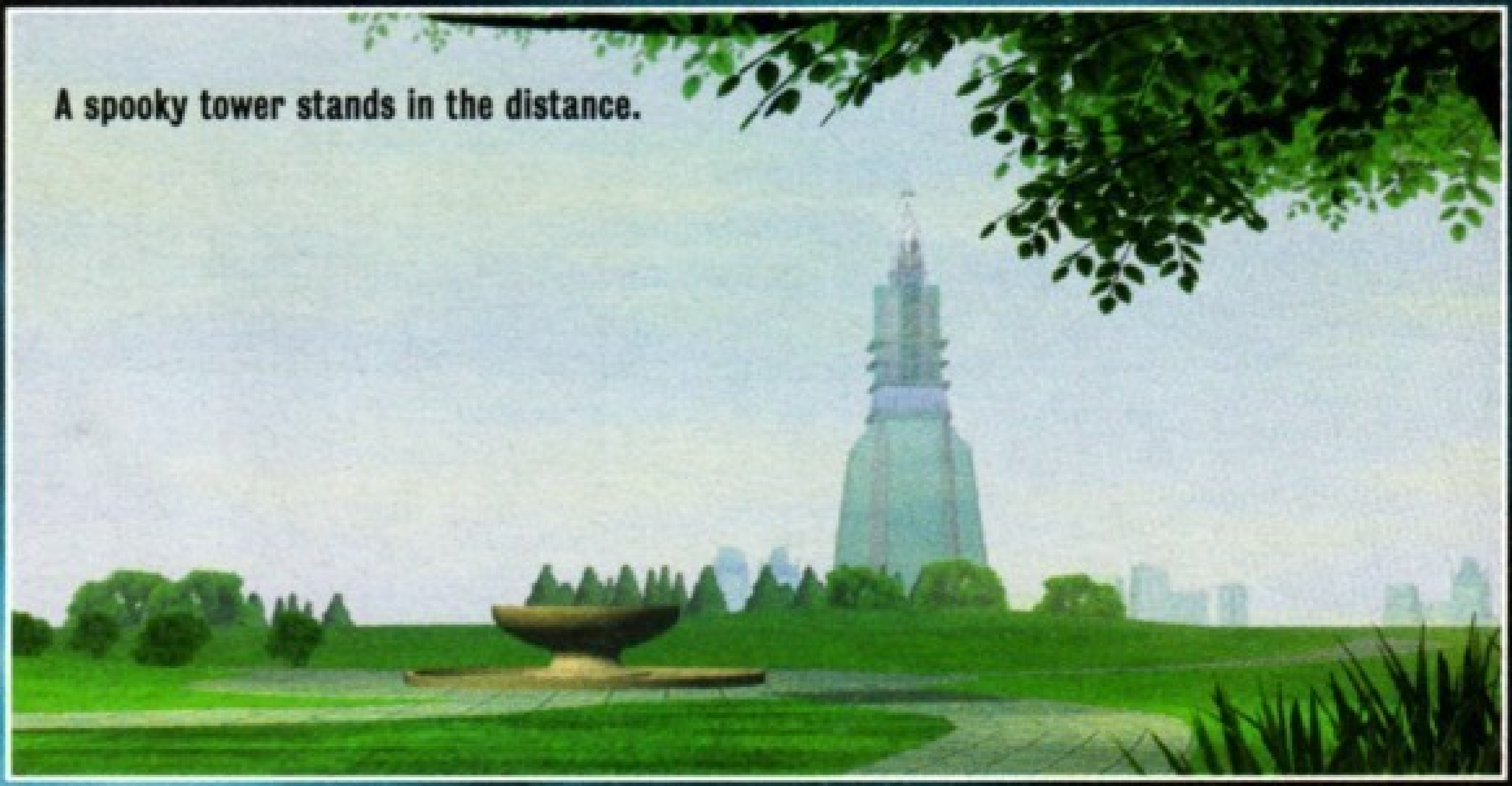


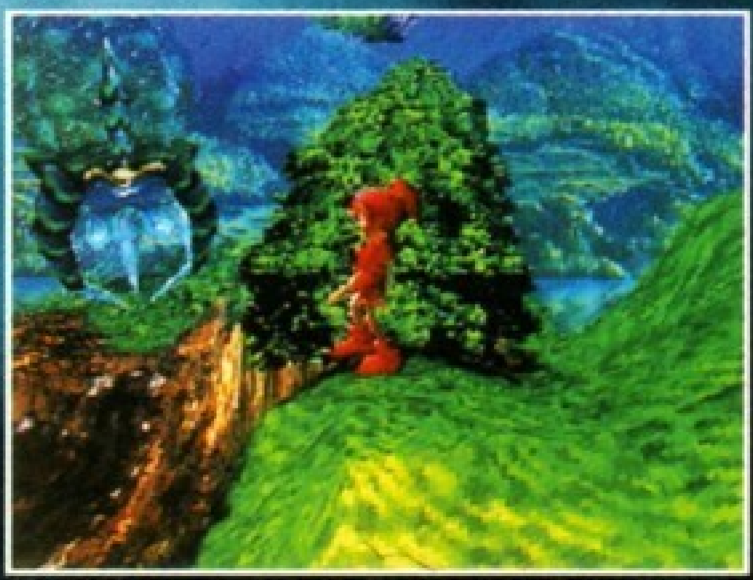
RUNNING UP THAT HILL

If you thought the graphics in last month's preview were tasty, you'll be amazed by the visuals of this version. A lot of extra detail has already been added to both the play environments and the animation of the characters. The texture-mapping looks ultra-defined – you've never seen such realistic grass in your life. Unless you're a farmer. Plus the gravity and momentum effects are in place. Now, instead of sprinting up hills the main characters slow down until they eventually drop to their hands and knees and start climbing! The whole thing looks and feels far more solid.

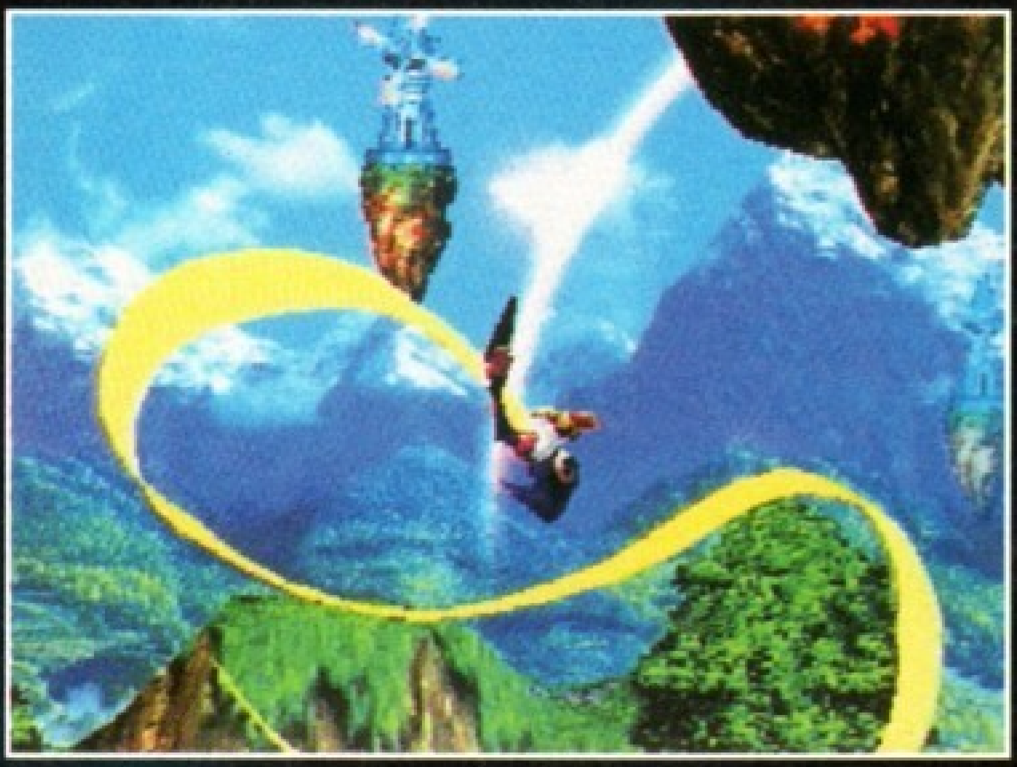


A spooky tower stands in the distance.











The path of this light trail gives some indication of the freedom of movement in NiGHTS. Far more complex aerobatics are possible with a bit of practice, meaning NiGHTS is one of those games which'll take yonks to master.

THIS IS THE SONIC TEAM

The usually tight-lipped Team Sonic are on the campaign trail right now, as NiGHTS has already generated an awful lot of interest from gamers worldwide. They're very happy with the way the game is progressing and full of beans about their recent achievements, as they should be. The three big names behind the project are Naka Yuji, the producer of the Sonic series and now both producer and lead programmer of NiGHTS; Izuka Takashi, graphic artist for Sonic & Knuckles and main planner for NiGHTS and Ohshima Naoto, creator/director of Sonic 1 and director of NiGHTS. Here's what they said recently to a top Japanese mag.

Q: Sonic carries a lot of weight – how come you chose not to use him, but instead create an all new game?

ON: We have a lot of surplus character designs. Out of that surplus, Sonic was the first to be released and next to arrive was NiGHTS. It's not that we didn't want to use Sonic. It's just that we wanted to introduce a new character.

Q: When did the development for NiGHTS begin?

N.Y: After we finished Sonic and Knuckles on Megadrive, we all felt like, "Saturn's the next step.". We wanted to make a game while we had a more relaxing attitude to our work. This was our first attempt at a Saturn game and we had to start studying. While we were studying about the Saturn, we thought that we have to know the machine better so the work became very serious.

Q: Where did the development for NiGHTS begin?

NY: After I finished work on Sonic, I went to the US to start work on the second Sonic. I then headed back to Japan so that I could work with Mr. Ohshima and while I was waiting for the plane to take off, I thought, "Lets make a game where we can fly!!". So I guess that's where it all started.

ON: After all, nobody can beat Sonic at running so the only way was to fly. We had a lot of different ideas about how to portray the whole idea of flying. One idea was that a little bird who couldn't fly grows into a big bird and then has the freedom of being able to fly. But we decided against the whole animal related idea as this would be a direct comparison to Sonic. So we decided a more human like character was a better idea. So loads of different sketches of human like characters were created.





SONIC TEAM



Q: It must have been very hard to decide which one character to use.

NY: Yes it was.The whole decision making process went through 2 to 3 phases. At first, we thought we would base the game around an Indiana Jones-esque main character. Next we thought of a military themed character but in the end, we decided on the dream theme.

Q: How did you arrive at the dream concept?

IT: Everybody has dreams. But where is the world that our dreams takes place? Who are the people that appear in the dreams? Thinking along these lines, we created the dream world. Within the dream world, there are the Nightopians and these give us the good dreams while the Nightmareans give us nightmares. That's the kind of world that we wanted to make.

Q: It must have been such a painstaking task to create such a world.

ON: Yes it was. To create the dream world, we studied a lot, especially books on psychology. We studied texts by Frederick Holtz and Jung and compared them. There were very good examples in there.

NY: All the characters found in the game are all within the main character's sub-conscience.

Q: The character movement must have been difficult to produce.

NY: Not really. After all, this is a polygon that's in 3D. All that stuff just came naturally.

ON: When a game is in 3D everybody thinks the character is made of polygons. But we wanted to make a game that didn't feel like a doll being controlled but to give life to a world stuck inside the television.

Q: So you don't want the people to think of the game in terms of how many polygons and what the frame rate is and so on?

NY: That's exactly what we want. When you use CG in films people think "Wow, this is amazing!" For example, in Forest Gump, the man without legs is in fact an able-bodied man who has been filmed, and then CG graphics were used to take away his legs afterwards. That was amazing and that's what we want people to think about NiGHTS. We want to convince people that they are inside another world and that everything within that world is realistic. If people could feel empathetic to the main characters, that would be great.



Q: Finally, do you have a message that you would like to pass on to Sega fans?

ON: For children that have trouble getting to sleep, if people say to them that if they sleep now they'll be able to meet NiGHTS, that would be great. [Aah, what a sweetie – SSM]

NY: When you have a dream, you forget all about it after you wake up. But if you have NiGHTS, you can realise a real dream forever. There is NiGHTS in everybody and that if you show courage, you can fly like NiGHTS.

IT: Please wait till summer when you can realise the dream that is NiGHTS.











No wonder this kid gets bullied at school. He's got blue hair. You got bullied at my school for wearing braces, never mind having blue hair.



NiGHTS into dreams...



This is one of the most original bosses you'll ever face. You can't attack her, so you have to throw her through an obstacle course!





The lovely Claris in action. Examine, if you will, this screen shot which displays just how stunningly detailed NiGHTS is.



Aah! Look at that lovely rainbow in the background! Isn't it nice? And gorgeously translucent, too. How pretty.









(ABOVE) NiGHTS prepares to tackle obstacles for many points. (RIGHT) A Nightopian in all his cutesome glory.

WIN!

INCREDIBLE STAR-STRUCK PRIZE!

You can't say that we at SSM don't offer the best prizes in the world. Well, you can, and you're entitled to your opinion. And winning the lottery might be a bit better. But not even millions of pounds of lotto cash couldn't buy you this prize (probably). What is it? It's a copy of Sonic 1 which won't, admittedly, even run on your Saturn. What's so special about it is that it's signed by Mr Naka himself, top Sega of Japan personality and the man responsible for the little blue chap finding his way into everyone's homes in the first place. His lithe and sensuous autograph graces the cover for you and all your doubtless impressed mates to see. And how can you win this formidable booty? Simple. We want you to answer the following simple question.

SONIC COMES FROM THE PLANET MOBIUS. WHAT MATHEMATICAL SYMBOL STEMS FROM THE SCIENTIST MOBIUS' THEORY OF INFINITY?

There you go. It's not as hard as it sounds. Just pop your answer on the back of a postcard/envelope and send it in to

LOOPY SONIC COMPO, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Entries to arrive no later than June 10th. Good luck, maths hounds.



Blimey, it looks like something from The Sound of Music, it's so realistic. Without the Von Trapps.









Another lovely render from the intro. Our boy checks outside his window for the magic of NiGHTS. So they say.



You know the Score
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ALL THE PLAYERS
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ALL THE DRAMA
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TEAM SET-UP
Top international footballers - realtime motion captured
Full commentary by Barry Davies
4 Player action
Editable tactics
Also Available on PC CD ROM
SEGA
bringing the game to you
Gremlin
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Games that get the Dames





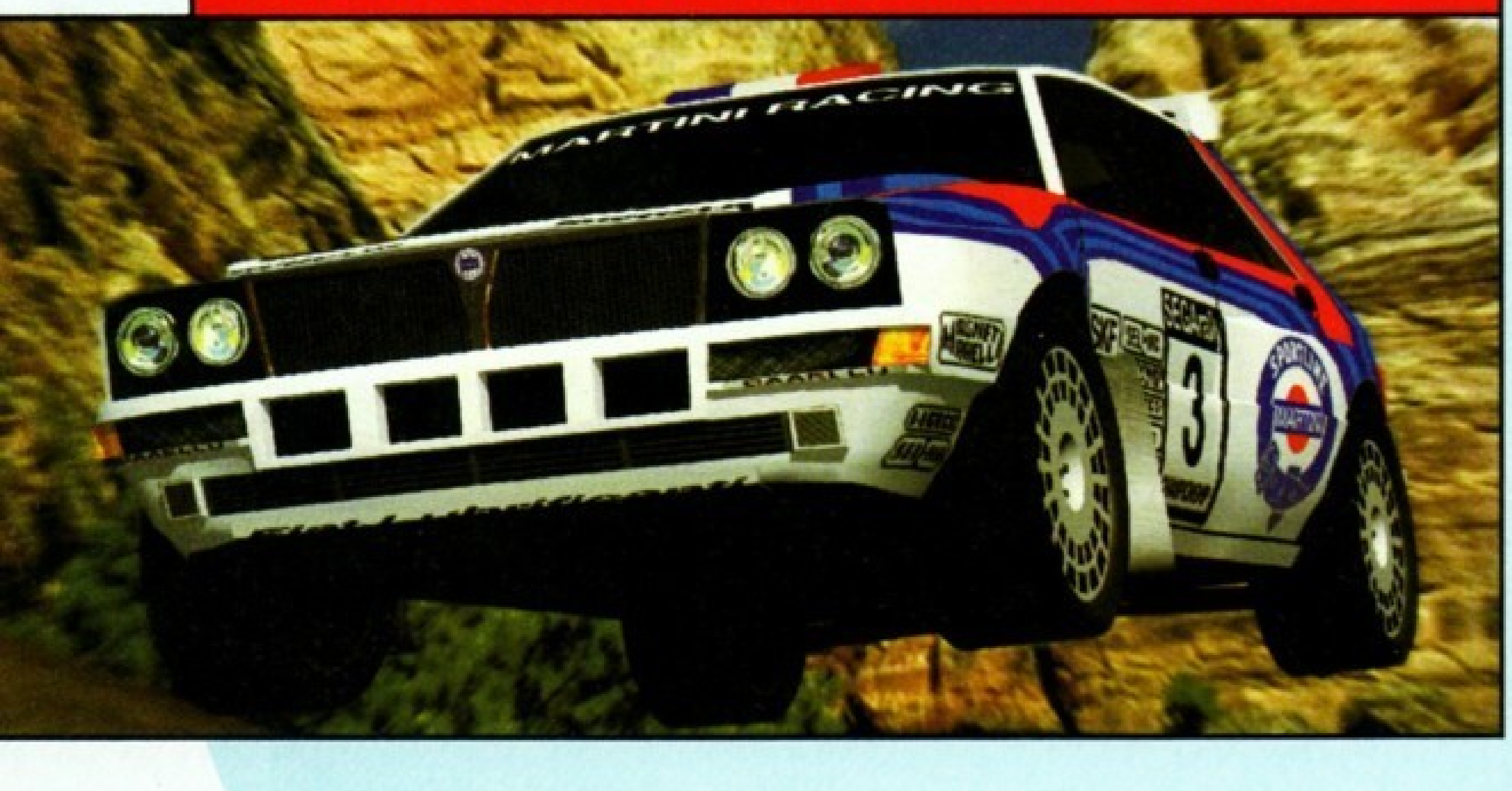
IMPROVE YOUR QUALITY OF LIFE... WITH YOUR SATURN!

Playing video games has, as we all know, a bit of reputation for being a lonely pursuit. No matter how many times you wang on to people about link-ups, multi-taps and tournament play there will always be that element of society all too willing to scoff in your face and make light of your social abilities. Well our boss says there's no such thing as problems, only opportunities. This got us thinking – there must be some way to make games seem cool and sexy without spending billions of pounds on marketing. Well, we're blown if we can think of what it is. Which'll be why we're not highly paid Sega publicity personnel. But we do happen to know that there are ways and means of turning your hobby to your advantage insofar as your image is concerned. For starters, you'll look like you're loaded if you can afford a Saturn anyway. Try throwing it out of the window in front of your mates to demonstrate how little cash means to you (but remember to attach it to a length of bungee cord first so it doesn't smash on the ground and you can reclaim it later)*. Or you can read on and discover how we, the intrepid SSM team, utilise our games library to impress our friends and infuriate our enemies.

***SEGA SATURN MAGAZINE accepts no responsibility for the inevitable destruction of your machine arising from this suggestion.**

LOOKING HARD

If you want to project that rugged he-man (or he-woman) image but can't afford a rack of rifles or grow a beard (particularly hard for the ladies) Sega Rally is your saviour. Especially if you splash out on the Arcade Racer clunky steering-wheel controller, the front spoiler-and-go faster stripes of the gaming world. Get your friends round, answer the door chewing bark and proceed to demonstrate your off-road prowess, wrestling manfully with the steering wheel and grunting. Try accentuating the experience by playing inside a bivouac. This is one of Rob's favourite ideas, because his stubble is crap.
Advantages: Rally drivers have a tough image.
Drawbacks: Rally drivers are boring gets who drive Escorts.



PRETENDING YOU'RE CLEVER

Video games can be educational. Usually if you've got a multimedia PC, granted, but they can. Just because you've got a Saturn doesn't mean you're a thickie who misses out on all the learning fun, oh no – there's a wealth of mind-expanding puzzle games in the Saturn library. Most of them, however, have to do with lining up shapes of the correct colour, which is not a good way to make anyone think you're smart unless you're a performing dog (in which case people will be amazed that you can see in colour). You're better off picking an RPG like Shining Wisdom, because they contain puzzles but no-one else can understand them. Every time someone says "Why did that door open when you gave that stick to that orc?" tell them to be quiet and that they're disturbing your lateral thinking. WARNING: Don't let anyone catch you 'phoning the Sega Tips Hotline when you get stuck.
Advantages: Cultivates an air of wisdom and mystery.
Drawbacks: Goblins are sissy.



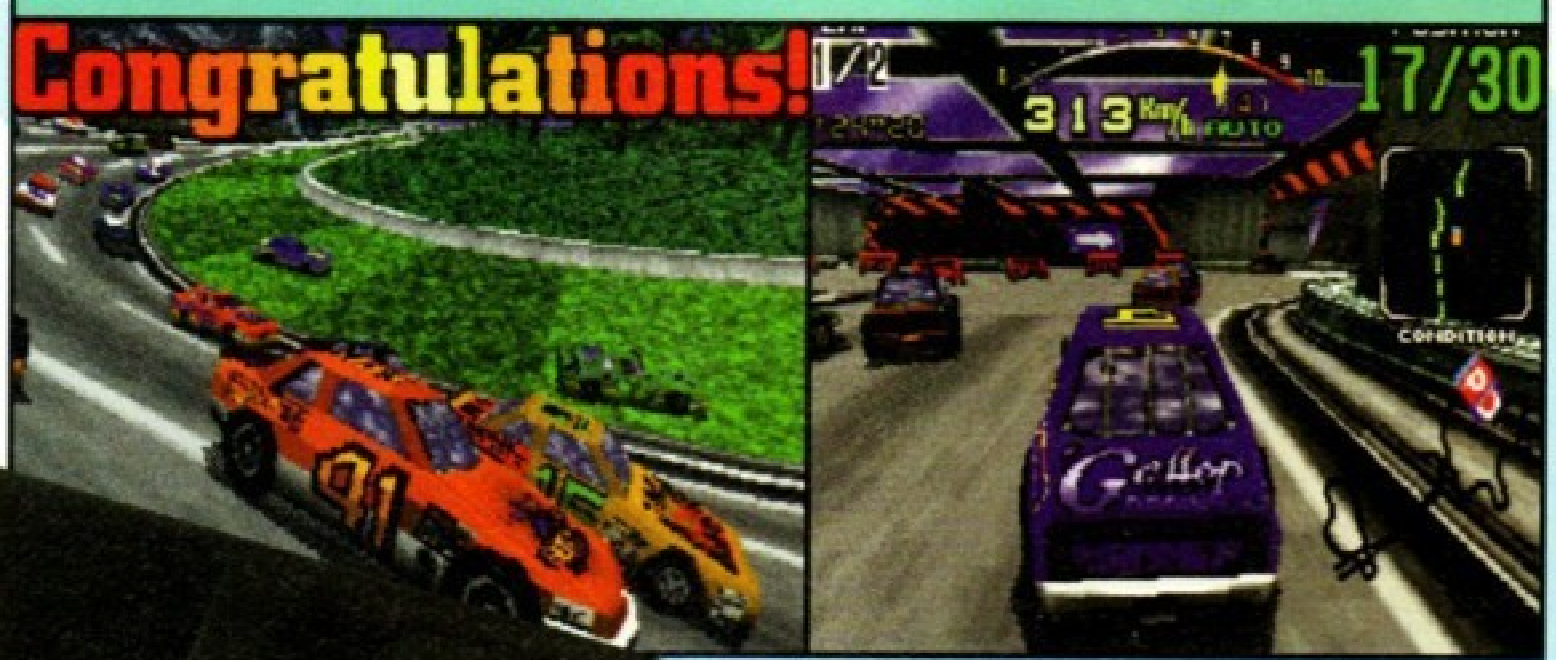


THE BIG CHAT-UP

Aah, what better way to spark love's young dream than by serenading your chosen snuggle-bunny? With Daytona, it matters not whether you can sing at all, because there's a nice Japanese man doing the work for you on the soundtrack. OK, so "Daytoooonaaaaa – let's go and race!" might not be the most romantic of odes, but his references to "flying sky high" are surely worthy of Chris DeBurgh. Not that that's saying much. Plus you get all the thrills of a scenic drive to Margate without having to take lessons or pass your test or anything. Or buy a car.

Advantages: None.

Drawbacks: Awful singing will get you chucked.





Impress roller-skating ninjas with your supreme gaming prowess!



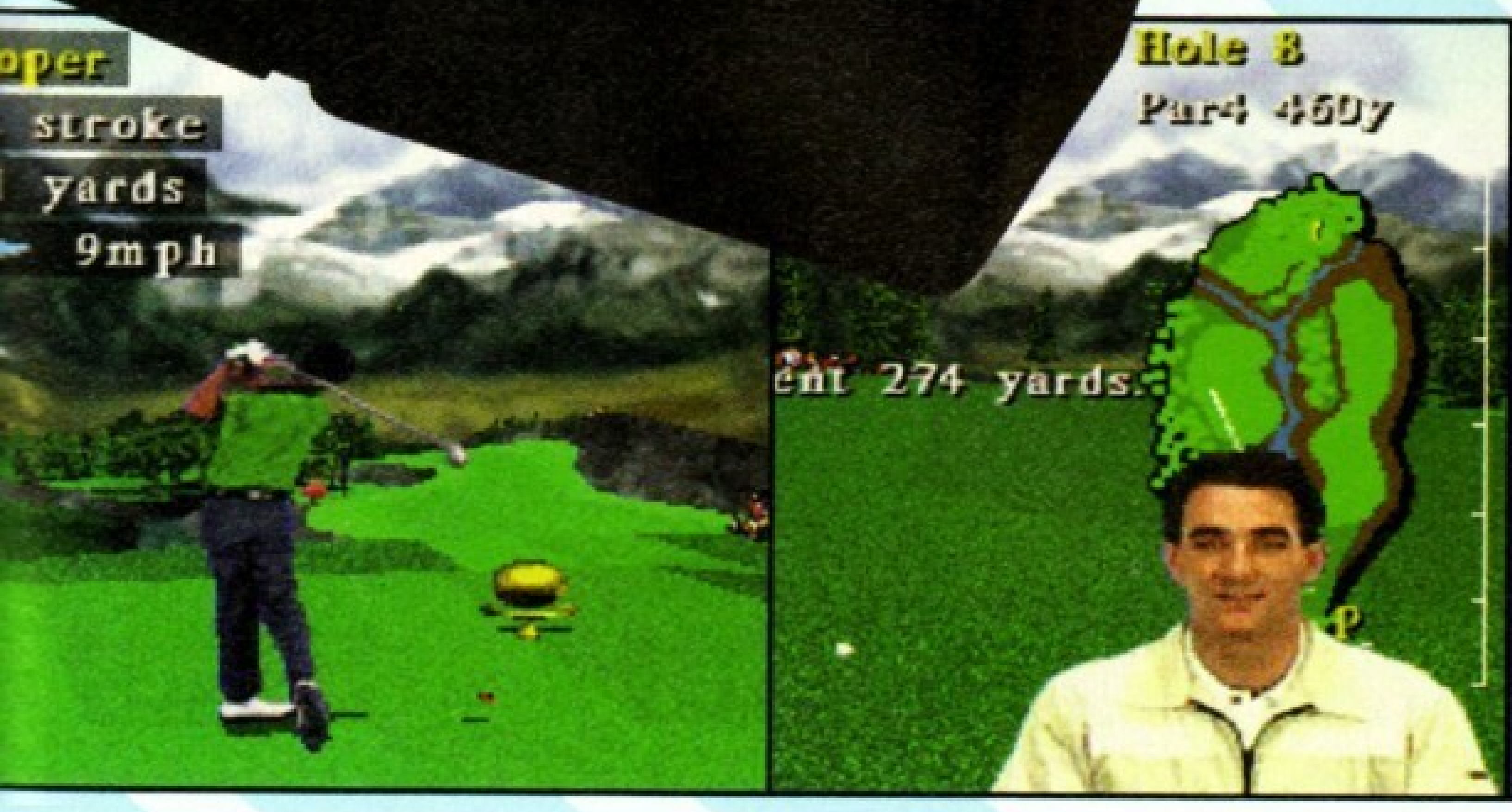


FOXING YOUR FOLKS

Youngsters! Mum and dad coming down heavy on you for spending too much time playing games and not enough doing homework? Well so they should, because otherwise you'll end up as a games journo bum like us and never get a proper job in a factory. Still, if you're not fussed about your education and need a sneaky way to get round your parents, make sure you've got a decent footy title. Plug this in and challenge your dad to a game. Let him win a couple of times to soften him up until he gets into it and bingo! Now every time mum starts nagging, get dad to play Euro '96 or whatever – soon the resulting row will stray to who is it that always does the washing up or something, leaving you to play in peace.

Advantages: Dad might want to buy more games.

Drawbacks: Dad might spend more time on the Saturn than you. May get you thrown out of the house.



PROJECTING A COOL FACADE

Thanks to certain indie bands and a general loss of faculties all round, it's now quite trendy to look like your dad. Unless, of course, you dad wears a leather jacket and sunglasses. In which case he's probably Lou Reed. Anyway, if you'd like to join the hip crowd but would rather spend your money on games than grey trousers, why not combine the two and get a golf game? And which better golf game to get (playability notwithstanding) than Valora Valley Golf, which is not only set in Hell (which is always cool), but also features the cheesiest shots of FMV actors in Christendom. Oh how your smart new friends will laugh at the hilarious kitschness of it all. Don't let your dad hear them though, because he'll think they're laughing at his wardrobe.

Advantages: You will look ironic and cool.

Drawbacks: You will look stupid in two weeks time.

SHOWCASE

GUARDIAN HEROES UPDATE



At last! A full UK version of this eagerly-awaited slice of the awesomeness cake has arrived in our paws! Check out the new deal, gamestrels...

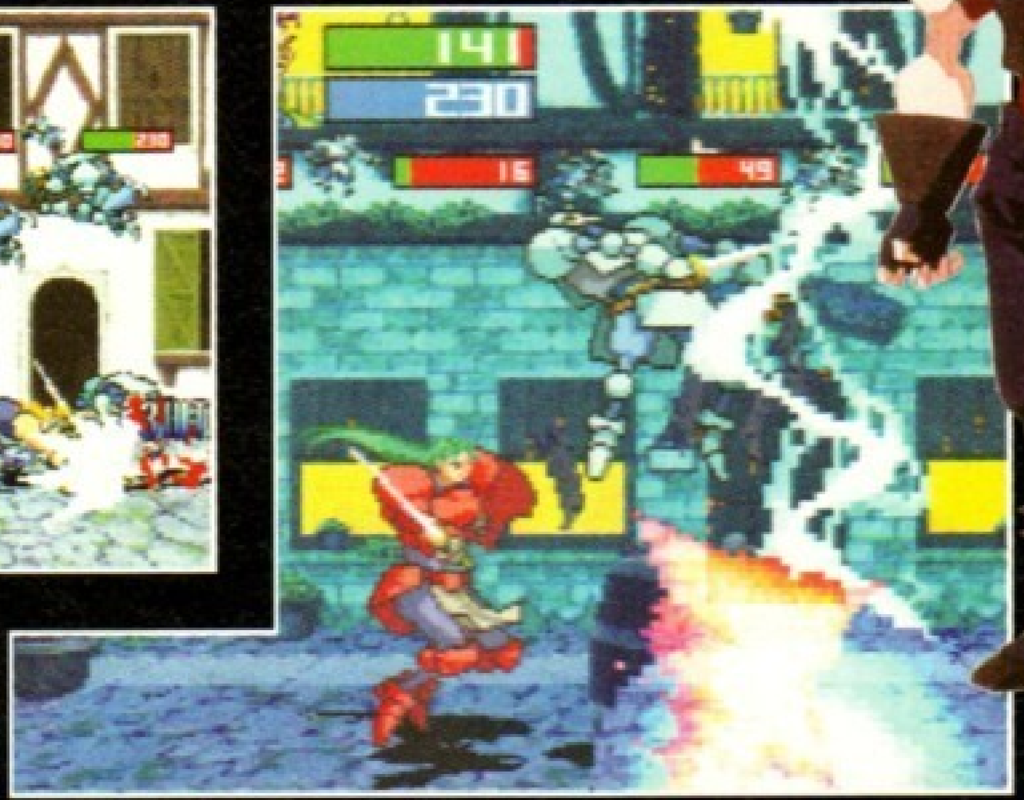
Whilst we at SEGA SATURN MAGAZINE pride ourselves on the wealth of Guardian Heroes coverage we've supplied you – our fabulous readers – with, it has to be said that there are certain elements of the game which remained alien to even our own bad selves. Not because we're crap at our jobs or anything, you understand, but because until this very week a UK version of the game was unavailable. In fact, until this very week a UK version didn't exist, except in our drooling anticipatory imaginings. But now there is one, and we've got it, and we've found some more excellent stuff you might like to hear about. So without further ado, here's where you can read about it all. Actually, there is some further ado. This issue, as stated on the cover, we hoped to bring you an interview with Treasure, the meisters behind the meisterwork. Sadly, due to unforeseen circumstances involving mutual approval, language barriers and extensive Japanese public holidays, we're unable to deliver. However, the interview has been conducted and with good fortune we should have it in the next issue for sure. Sorry about that, but what can you do in these harsh situations, eh? Now sit back, relax and enjoy our final Guardian Heroes Update ever.











The screenshots all around this defenceless caption are packed with murderous rage!





ENERGY-SAPPING ONE HOUR VS BATTLES!!!

Along with the team-player option, VS mode has more enhancements of which we were previously unaware. The Unlimited Time Battle is the default option for VS mode, where combatants scrap until the last standing fighter. However, there's also a Minute Battle, whereby players select a length of time between 1-99 minutes and fight for this duration. All characters are revived once they've been decked, and then ranked at the end of the time limit on total damage points. And thanks to the new player registration option, you and all your friends can store your names and performance records forever, picking out your own name from the menu of possible registered players before kick-off.





It's a raging zombie fiend! Wind him up with the Berserk order and watch him let rip with an incredible explosion!

INCREDIBLE TEAM BATTLE MODE!!!

Whilst most people will be aware of the six-player VS battle mode option which pitches any of the forty-five different GH characters against one another. Well what you didn't know, and neither did we so there's nothing shameful about it, is that there's a capacity to line up any of the characters in teams. This means you can't hurt your team-mates and will doubtless lead to much "Oh does he have to be on my team – he's crap at games" fun. It's also a good opportunity to show off if you're really good, because you can be a one- or two-man team and take on five or four opponents.



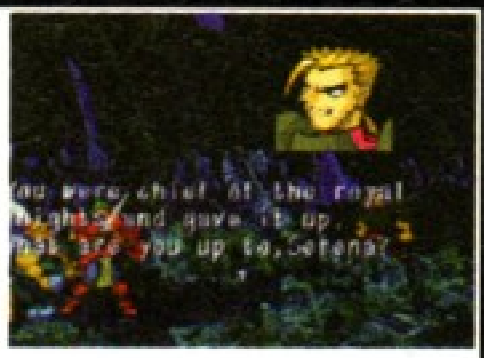
Gang up on an unpopular friend without really hurting them!



Unless, of course, they're a real hero, in which case you shouldn't challenge them.

VAGUELY LEGIBLE STORY MODE!!!

Guardian Heroes is knee-deep in plot, which is unusual for an action game, and also frustrating if the game keeps stopping for a plot update in a language you can't read. Luckily Sega have seen fit to translate all the text from its native Japanese to a more UK-friendly English, meaning we can finally understand what's going on. Or not, as the case may be, because mystery and intrigue abound. Basically, the evil wizard Kanon is plotting to set up an evil wizard-ruled state, using the current royal family as a puppet government, thus allowing them access to the armies and booty of the monarchy. The sham royals are in complete accordance with this scheme, although none of the citizens know this. The first the Guardian Heroes get to hear about it is when a defecting Royal Guard, Serena, gets into a spot of bother just after they've found the Great Sword they were looking for. More intricate details are revealed along with co-conspirators and rival evil power-hungry factions as the game progresses. We'd tell you more, but we don't want to spoil it for you.















Uh oh, Dave Kelsall doesn't look too happy about our tardiness in the picture above. As usual.



Think of the processing power required to shift this lot around without slowing down! Why, even your brain couldn't handle it.



LEARN FROM BITTER EXPERIENCE!!!

The other great thing about being able to understand the text is that we've now got a proper handle on the experience system. As we've mentioned before, each time you biff an opponent you're warded experience points, and once you amass enough of these you go up a level (successive levels require more and more experience points). At the end of each stage in the game you're given the opportunity – nay, command – to turn these levels into extra ratings on a number of statistics. And now we know what they are. They are strength (determines power of attacks); vitality (how much damage you can take); intelligence (something to do with power); mental strength (power of magic attacks); agility (how nimble around the screen you are) and luck (boost this rating if you don't know what you're doing in the game and need good fortune to survive). Obviously all characters start the game with different ratings in all of these areas, and it's a choice between topping up your speciality ratings or improving lowly and important ones.

GUARDIAN HEROES IS REVIEWED ON PAGE 64

ADVERTISERS INDEX

SEGA SATURN™

Review *Index*

Hi kids, Tails the Fox here, introducing the Reviews Index for those SSM people because they're all far too lazy to do it themselves. But I don't care how shiftless and idle they are, because it's been ages since I've had the chance to chat to my fans. That's because I've spent all my time building that blasted rocket for the Sonic Fighters arcade game. Sonic made me. Well he might think he's the grand poobah around the Green Hill Zone right now, but you wait until the game gets released. I'll bust his wise mouth once and for all. And that Knuckles guy, too. Nobody replaces Tail the Fox at Sonic's side and gets away with all his stupid little pointy echidna teeth intact, that's for sure. Anyway, enjoy the reviews readers – and if you've got anything to say about them I'll shut you up as well, you dumb punks.
Lots of love, Tails the Fox.





64



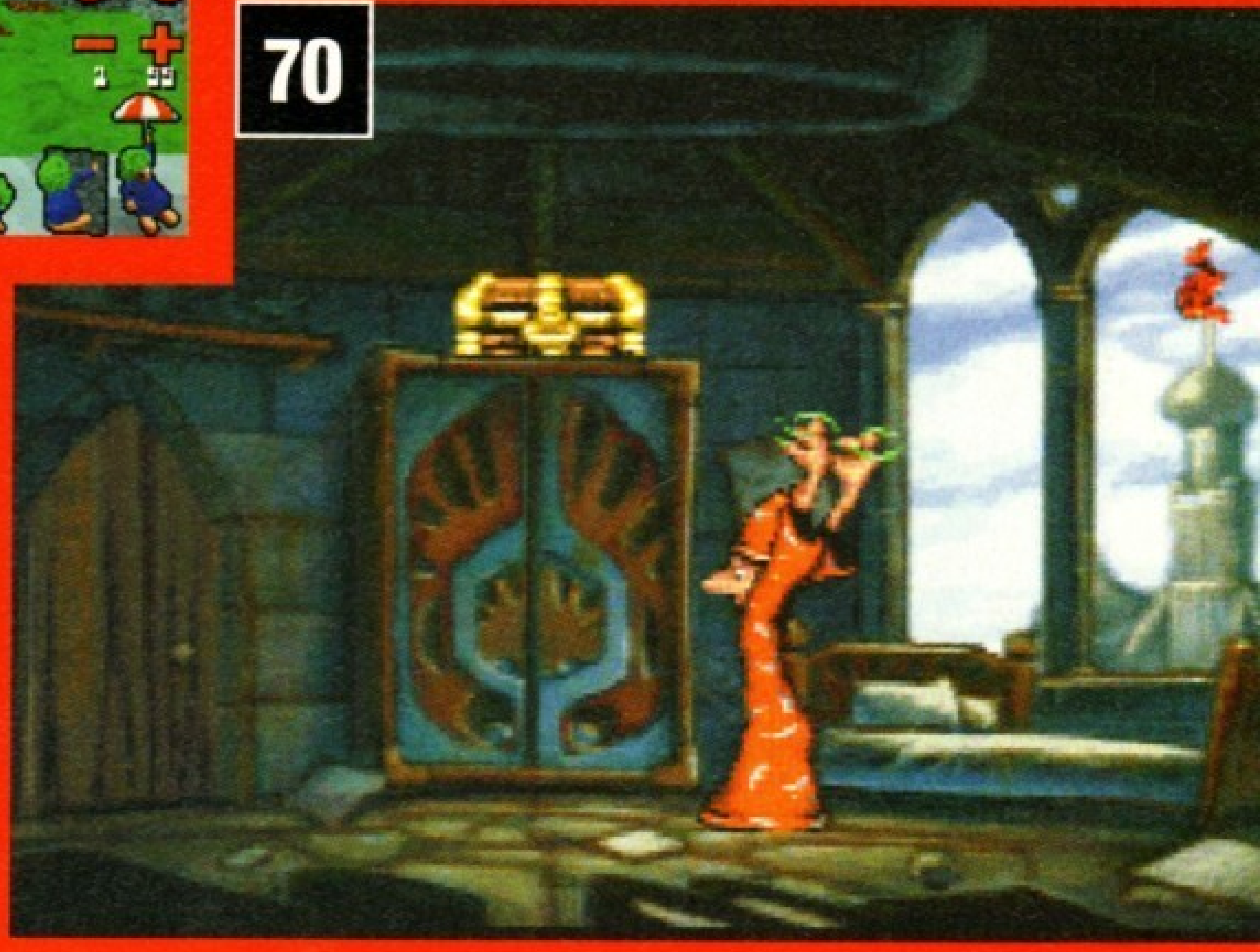
66



72



68



70





BY	GUARDIAN HEROES
PRICE	£TBA
STYLE	BEAT 'EM UP
RELEASE	MAY 1996

We've been covering it in depth for some months now, so it's pretty obvious we think Guardian Heroes is something special. But why, godammit, why should we think such a thing? Read on and find out, gamesniks...



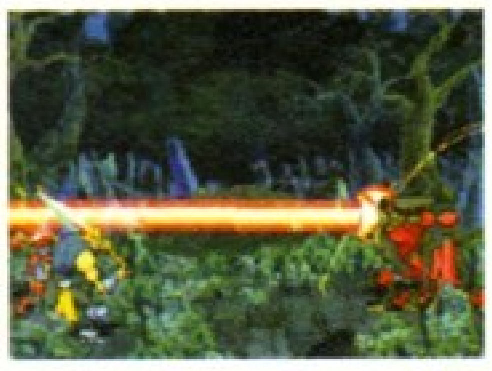

In amidst all the excitement concerning polygon handling, 3D games in real-time and astounding arcade conversions, many people seem to have forgotten that the Saturn is currently the most powerful machine for handling 2D graphics in existence. No other console or computer can touch it, and yet this distinctly exploitable ability is mostly ignored.

Not, fortunately, by Treasure – the team who made a highly-respected name for themselves by doing things on the Megadrive that Were Not Possible. Like, ironically, 3D routines in their ostensibly two-dimensional titles. This was a time when scaling and rotation were the big programming toys to conjure with, when true three-dimensional arcade games such as Virtua Fighter were unseen. Now, of course, the goalposts have moved somewhat. So have Treasure retained their spot at the forefront of development, bringing two dimensions to thirty-two BITs, or is graphical flatness just old hat tosh for your grandad? Well judging by Guardian Heroes, their inaugural outing for the Saturn, there are hidden depths to dual-dimensionality, both in playability and spatial terms.




For a kick-off, just because your sprites are flat, this doesn't mean your play environment has to be. Guardian Heroes, as regular readers will know by now, has three layers of action, which characters leap into and out of using the L and R buttons. Ostensibly, you may think that this makes tiny difference, but the speed with which you can switch between lanes makes it an important tactical feature. Escaping groups of enemies ganging up on you, evading massive attacks by bosses, bouncing back and forth in time to music for a kind of strange Guardian Heroes dance routine, all these things are made possible by the magic of pretend depth.

Of course there's more to the Heroes' brilliance than fancy new-fangled special effects. Treasure have obviously laboured long and hard over the game design. Not merely ensuring there are lots of levels, but allowing players to choose their own route through the game – thereby changing the direction of the plot and the eventual ending. Obviously this improves the replay value no end, as even once you've finished the thing – no mean feat considering the tough difficulty level – you still won't have seen even half of the stages on offer. In fact, Guardian Heroes just lies there begging "Complete me about five or six times, you rash fool" until you get through everything it has to offer.




And offer it does. Each level is absolutely packed with interesting ways to die. There are absolutely stacks of enemy characters, each with their own attack style, and some of the meanest and biggestest beat 'em up bosses you'll ever see in the whole of you life, even if you're a bosses designer for Team Streets of Rage or something. There's a giant zombie warrior hero under your command (thanks to a host of preset orders). Special moves and magic abound, with each separate hero boasting their own beautiful selection of ways to kill. Or even heal. The backgrounds theme non-violent hazards like burning buildings and – horror – lots of barrels, and add to a distinct game character. As would appear customary for a Treasure title, GH exhibits an amazing degree of personality, with plenty of interaction between characters and even their foes, which hook your interest in completing the blighter by supplying a genuine desire to see how the story turns out. And the graphics are brilliant – explosions and fireballs everywhere, gorgeous animation and and and... it's just ace. Even the six-player VS battle mode with all the characters from the game hidden within. Even the bloomin' title screen if you ask me, because I love every scented pore of Guardian Heroes' peachy skin. If you've an interest in games, buy Guardian Heroes because it's completely cracking.



RAD



Blimey, these shots look like stills from some kind of Cities of Gold-esque cartoon. But they're not.

They are in fact living screenshots from Guardian Heroes, and we believe they display the fine quality of the graphics within it.




Especially this one – there's loads of action there. As indeed there is throughout the game.



That giant sword is part of the artwork above, and not a scary boss.



UNDEAD GOOD

Near the start of your Heroes' quest they come into contact with an undead hero. He's a friendly sort and soon pledges to lend his monstrous bulk and tiny brain to your cause. There's a selection of fairly un-complex orders for him, along the lines of Attack or Stand There –he's not quite bright enough to handle "Attack their cavalry units from the flank, and cover our offensive through the bulk of the group, scattering the enemy and facilitating our escape".







The blokes in red are actually on your side. Oops.





Fighting right in the fore- and backgrounds on display here. You could fight inbetween too if you wanted.





Guardian Heroes









The giant plant above is one of the first bosses, and also the feeblest. The robot-looking thing to the right is actually a massive bomb. So stop hitting it.







Innovative, challenging, exciting and tough, Guardian Heroes is a classic in every way. Buy it or we'll burn down your house.

graphics	91
sound	90
playability	93
lastability	95
overall	95%







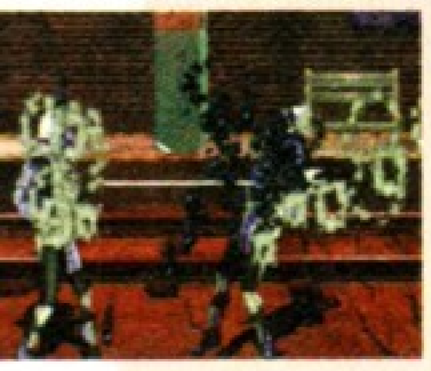
BY	EUROCOM
PRICE	£TBA
STYLE	BEAT 'EM UP
RELEASE	MAY

Yo dudes! MC Tsung in the house, and I'm a-cuttin' up them Kombatants in my Chambers of Doom! Come and read about my new game while my man G-Oro... er, looks for a new game to be in. Wreck tha joypad!



Midway, creators of Mortal Kombat, obviously set out to surprise their fans with Mortal Kombat 3. And this they achieved in style by ensuring that Mortal 3 contained absolutely no elements which might actually be construed as new to the formula whatsoever. What we were expecting was, well I don't know – a 3D version or something. What we got was Mortal Kombat with new characters and a new (and far harder) difficulty setting. Still, we're not complaining, because it was ace. But I bet Streetfighter 3 will be polygon-based, that's all I'm saying. Anyway, as you'll no doubt have guessed from the headline and screenshots and so forth, Mortal Kombat 3 has reached Saturn, and it's pretty flaming alright.









Eurocom, who handled the conversion, have included all the features which made the coin-op such a star in the arcades. So that means all the Fatalities, Animalities and Friendships, which are the prime weapons in Mortal's arsenal aimed at annexing precious gametime territory from its equally cash-rich neighbours. Of course, once players have been invaded and conquered by Mortal, their loyalty is assured by the ruling dread iron fist of enormous combo potential, rapid game speed and light-heartedness. A conversion lacking in these respects would find dissident players meeting furtively in theatre basements discussing a possible switch to an altogether different type of one-on-one beat 'em up.

Luckily Eurocom seem to have been wearing their extra-lucky laces whilst writing the Saturn version, because every element of the coin-op has been retained. It's yet another testament as to the power of the Saturn, especially in handling 2D games. The game speed is almost surprising given the level of detail and number of colours on the screen, and shouldn't even mildly disappoint arcade fans. All the characters are in full effect, and each of them carries their full complement of moves and combos to the small screen with them. This includes Jade's multi-directional projectile abilities, a concept which will hopefully be extended to other Kombatants in further Mortal episodes.

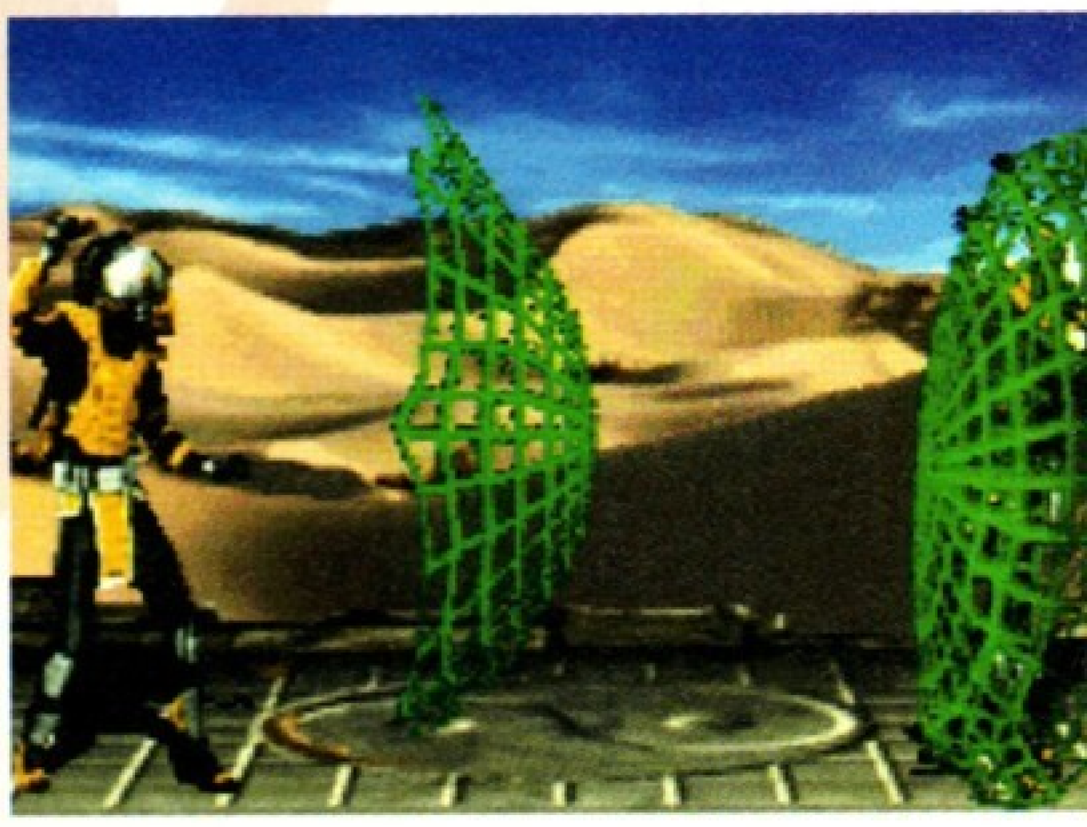
Best of all, the new combo system has been faithfully replicated. Top marks for the all-new flying punch rule which allows jumping attacks to take a place as the start of a combo, which opens up all sorts of new fighting possibilities. The potential number of hits per combo has been upped too, which is good news for experts, but possibly bad news for novices with expert mates, as they'll constantly lose for years. However, the computer opponents provide sufficient challenge to encourage even newcomers to work at their game.

The only real problem with Ultimate Mortal Kombat 3 is that Capcom have just unleashed three bona fide awesome 2D beat 'em ups onto the Saturn, and the marketplace is starting to look a bit crowded. I couldn't honestly say that I rate MK3 above them. Alpha has more a more intricate combo system, X-Men is more visually exciting and Darkstalkers is nearly as funny. But that would be missing the point. MK has a following all of its own – and quite rightly because it's dead good – and this conversion is aimed at those people. Anyone who's ever played Mortal in the arcades knows whether or not they'd want to shell out for a decent conversion, and this is more than decent. It is, in fact, superb. It's got all the playability, all the characters and all the secret stuff – in fact, *extra* Saturn-only secret stuff. If you're a devotee of the sinister Kult of Kombat this is for you. If you're just shopping around for the best beat 'em up maybe you'd better try out a couple of others before making up your mind.

RAD



This might look like the logo for some kind of pharmaceuticals company, but it is in fact a special move.







Look! That man's got a tongue coming out of his eye! Aieee!



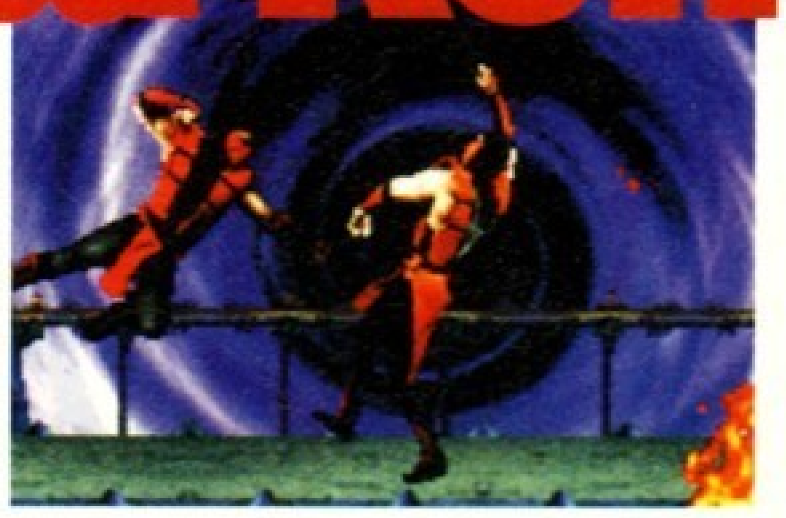


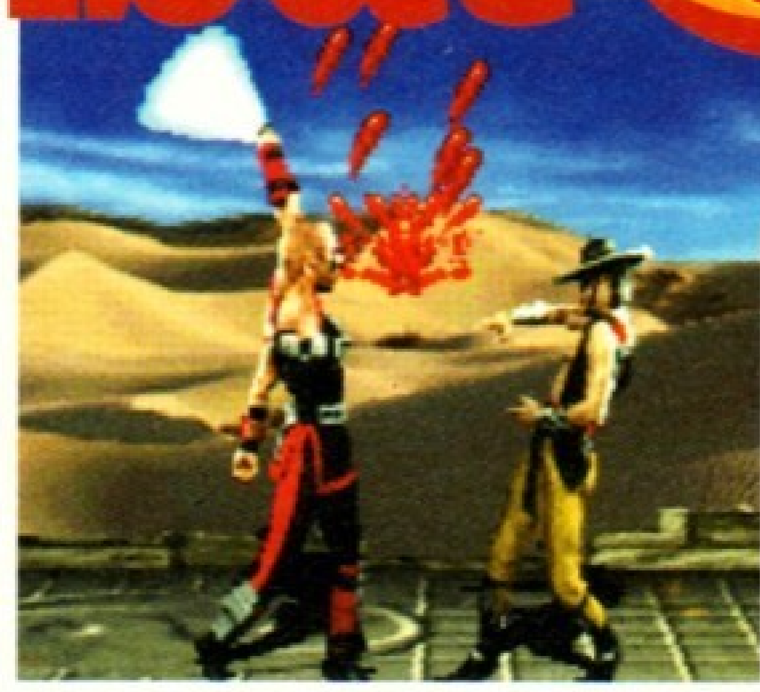




Ultimate Mortal Kombat 3







Just think, if it weren't for splashes of blood such as the one pictured above, Mortal Kombat would never have achieved such worldwide notoriety. There might not ever have even been a Mortal Kombat 3. Blimey.



DARK SECRETS

Mortal Kombat is more famous amongst arcade-goers for its plethora of secret features than its gore content. Well, perhaps that's a bit of an exaggeration, but hidden things are definitely one of the more appreciated functions of the Kombat series. Saturn owners will be glad to hear that EVERY secret thing from the arcade version has survived, including all the characters, the start-up screen Kombat Kodes, extra comedy Saturn bits like the Throw Encourager (which flashes up compliments on each throw) and... other things too. But they're secret, so we're not going to tell.









So hooray for violence and blood! Hip hip for gratuitous showers of crimson glop! Bah humbug to those mealy-minded censors and their censoring snippers!





As you can see, this level has a background steeped in horror. Bones and lava and things. Ooooh.

A classy conversion which we predict will be much sought-after by Mortal fans. Well done, those chirpy Eurocom lads.

graphics	91
sound	88
playability	90
lastability	91

overall

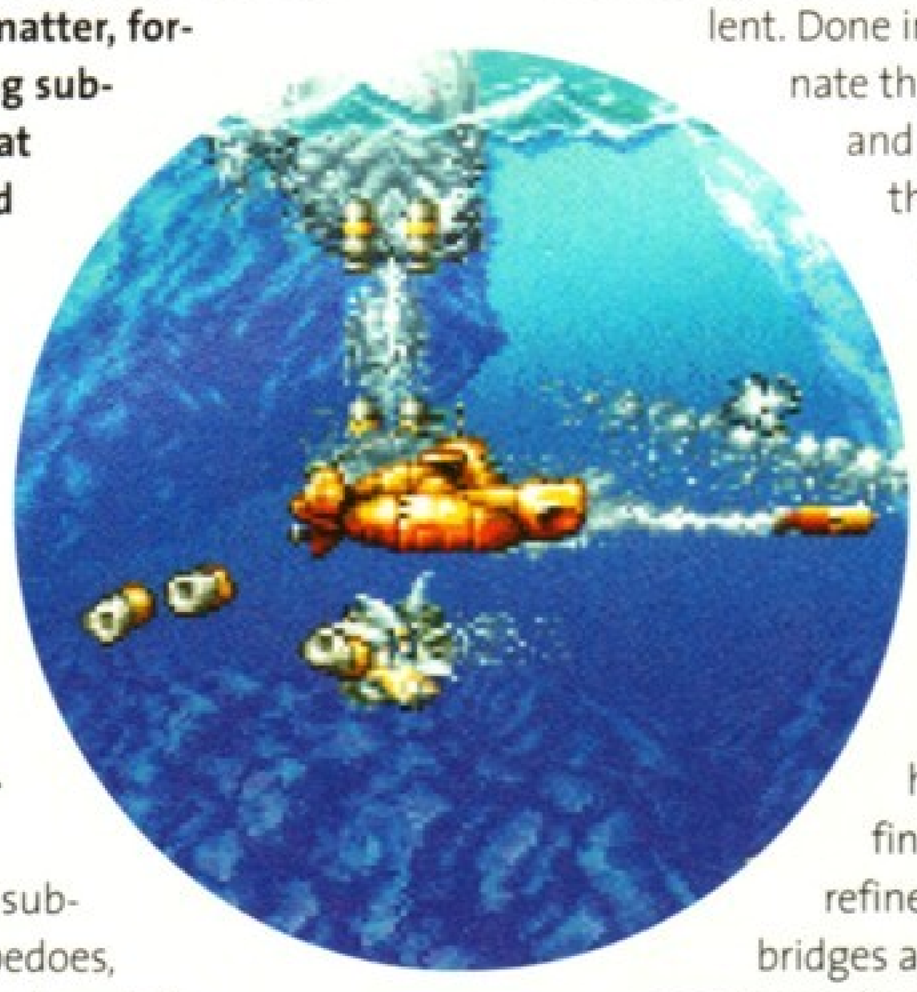
91%

BY	THQ
PRICE	£TBA
STYLE	SHOOT 'EM UP
RELEASE	TBA

It might look a bit like the old 16 bit revival Darius style, and it is, but In The Hunt still manages to provide some excellent shoot 'em up moments. So, if you're ready, periscope up!



Forget the silver bearded Sean Connery in The Hunt for Red October or the sweating faces of the crew in Das Boat. For that matter, forget those boring submarine sims that you'd probably find on a PC and which are about as much fun as death by drowning. In The Hunt blatantly side-steps the technical aspects of submarine endeavours, choosing instead a side-scrolling shoot 'em up extravaganza. Try to imagine something like Darius except rather than outer-space it's all done underwater.



What this entails is lots of sub-aqua action in the shape of torpedoes, floating mines, sea monsters, and a whole host of submerged wackiness. In fact, it's all done with a comic edge; for example, when you destroy a railway bridge you can watch gleefully as the train plummets towards the water. Or how about decimating skyscrapers and enjoying all the tiny people running about in confusion and panic. This might sound like it's a bit sick but In The Hunt is too fantastical for you to take it seriously.



There are six levels to traverse in all and each of them ends, as you'd expect, with a boss. Naturally there are plenty of power-ups in the shape of heat-seeking missiles and super-powered torpedoes, and this is no doubt all starting to sound predictable in the extreme. And it is, although it's still fun all the same. Ok, so maybe it's the kind of game that should have been left behind with all the 16-bit stuff gathering dust, and maybe it's all a bit of a retro kick, but the sheer volume of the action, what with explosions and enemies swarming everywhere, make it compelling to play.

Admittedly the graphics look a bit dated too, but there's always so much going on and so many different and smart looking sprites that it didn't bother me. Likewise there's some slowdown when the screen gets too packed and this does actually make things a bit frustrating at times. The bosses though are all excellent. Done in the classic style, they dominate the screen firing endless missiles and rockets at you and making themselves pretty damn hard to beat.

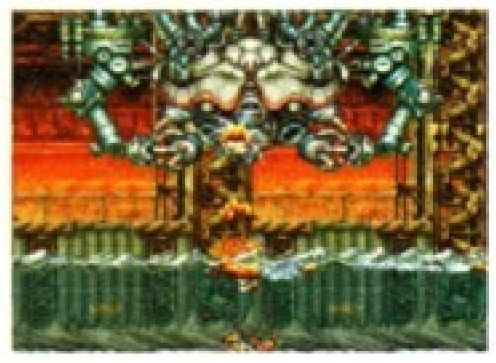
The first stage sees you moving through the icy waters of the South Pole where you can expect lots of laser ice pillars blocking the way and a boss with chains for tentacles. Stage 2 is the Channel, and here's where you'll find the industrial refinery with exploding bridges and houses, and people running back and forth in panic. Seabed Ruins is the apt title for stage three where a huge stone monster forces you to travel vertically in order to escape and involves blasting through lots of ancient stone. Stage four is Sunken Town which features huge missiles launched from the seabed and submerged skyscrapers that you have to blast through. Sea monsters return in stage five, Deep Dark Sea, in the shape of sea serpents and a silver dragon hiding in the depths of a lava cave. And to finish it all off you arrive in stage six at the Enemy Base where you have to take on a multi-sectioned rocket boss that's incredibly tough!

So after making the arduous journey through all the stages, is In The Hunt something I'd recommend? Well, yes alright. It's not your spectacular 3D 'check out the new technology' kind of game but it's always refreshing to get back to some good ole' common shoot 'em up action and besides, it reminded me of a psychedelic marriage between Captain Nemo and the crew of the Yellow Submarine. Good clean fun.

ROB







This is the boss at the end of the Channel stage. Watch out 'cause it falls in the water!









Get the bricks to land on the stone monster's head!







In the hunt







Oh yes! There are lots and lots of lovely huge explosions in In The Hunt. Ship death ahoy!













I'm forever blowing bubbles! Pretty bubbles in the air! So sang the monster as he climbed to bring death to the chubby sub.





At the end of the South Pole this boss with chains for tentacles appears. It also fires huge blocks of missiles so beware.

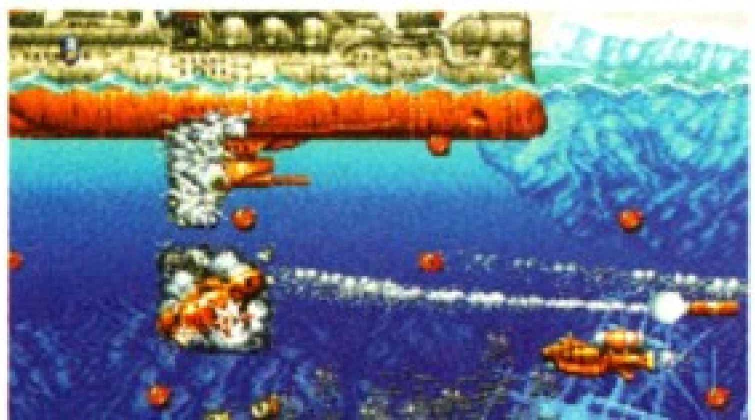


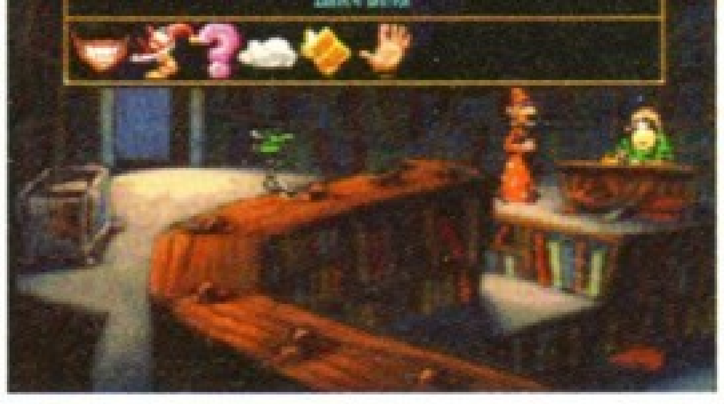
Nothing particularly new or exciting here, but In The Hunt is good fun to play, featuring loads of exciting battles and explosions, and it keeps the home fires burning for shoot 'em up fans.

graphics	78
sound	75
playability	77
lastability	72

overall

76%









BY	PSYGNOSIS
PRICE	£TBA
STYLE	RPG
RELEASE	TBA

Ever been to a book shop? Maybe you've seen a huge range of colourful books on the shelves by a certain Terry Pratchett. The popularity of his Discworld books led Psygnosis to take up the licence and bring out a game based on his quirky world. Now it's arrived on the Saturn, so let's have a browse.

You know the theory that argues that the universe could be nothing more than an atom in a gargantuan turnip and that likewise the tiniest particles of a human being, smaller even than quarks, could be turnips themselves with another universe contained in them of equal complexity, density and so on ad infinitum? Well, Discworld is a bit like that. Kind of. Except Discworld itself is a land sealed inside a dome riding on the back of a huge turtle sailing through space. Bizarre and wacky eh? And that's just for starters.





But first a confession. I had heard of neither Terry Pratchett or his Discworld books until I came to play this game. By all accounts though he actually has a bit of a following, and seems to have chiselled out a measure of cult status for himself. If you're someone who has read his books you're probably capable of making a good guess as to the type of game his Discworld adventures would make. RPG? Well done, because Psygnosis agree with you, transforming Rincewind's adventures into a sprawling game that takes in loads of puzzles and conundrums and hundreds of different characters voiced by the likes of Eric Idle, Tony Robinson and Jon Pertwee.

Promising foundations you might think and in some respects they are fulfiled. The game is huge and very complicated meaning you're going to have to spend a hell of a long time trying out different things and you'll probably be an old wheezer by the time you finish it. At first, the comic turns of the characters seem quite amusing, bantering about with a kind of sixth-formers wit. The jokes begin to sour though when you find yourself sitting through them time and again and it's an annoying fact of the game that even though you can skip past these conversations they go on for so long that much of the time you'll be banging the button to plough through them. The idea of selecting a conversational technique is something appealing at first, but again it all gets a bit tiresome when you have to plough through the friendly, the sarcastic, the jokey and the quizzical dialogue pieces in order to find out what you want from one of the characters.

Although not necessarily as essential to the RPG genre, the graphics in Discworld are really quite poor and the animation is largely non-existent apart from the blocky movement of an arm here or a leg there. In its favour there are loads of different places to travel to, taking in hundreds of different backdrops, all depicting quasi-Mediaeval scenes.

Ultimately, it's the old cliche of 'one for the fans' that seals judgment on Discworld. I'm not much of a fan of either RPG's or the Pratchett slant on comedy so the game's frustrations naturally became more apparent. If, alternatively, you have a fondness for the Tezza and his quirky world you might be more forgiving.

ROB



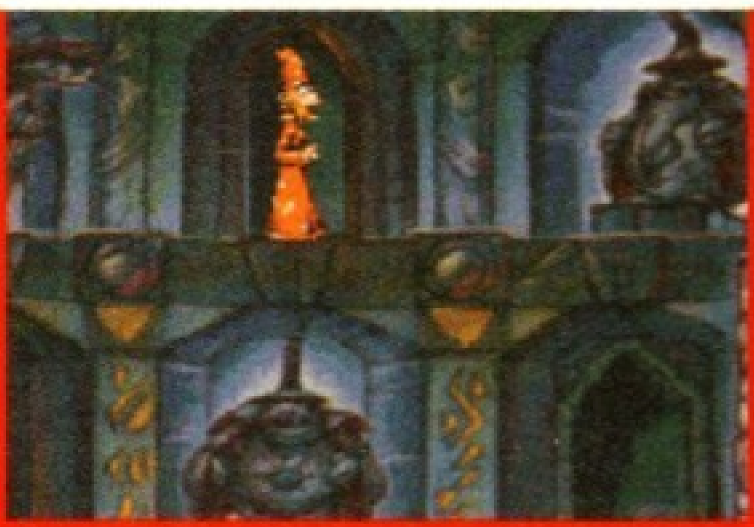
Later on in the game Rincewind has to capture the cook's pancake in order to get him out of the kitchen. Why? Not telling.





Above – the fishmonger gives Rincewind a bit of an electric shock. Below – Rincewind receives instructions from the Arch Chancellor of the university. They're all wacky as hell!

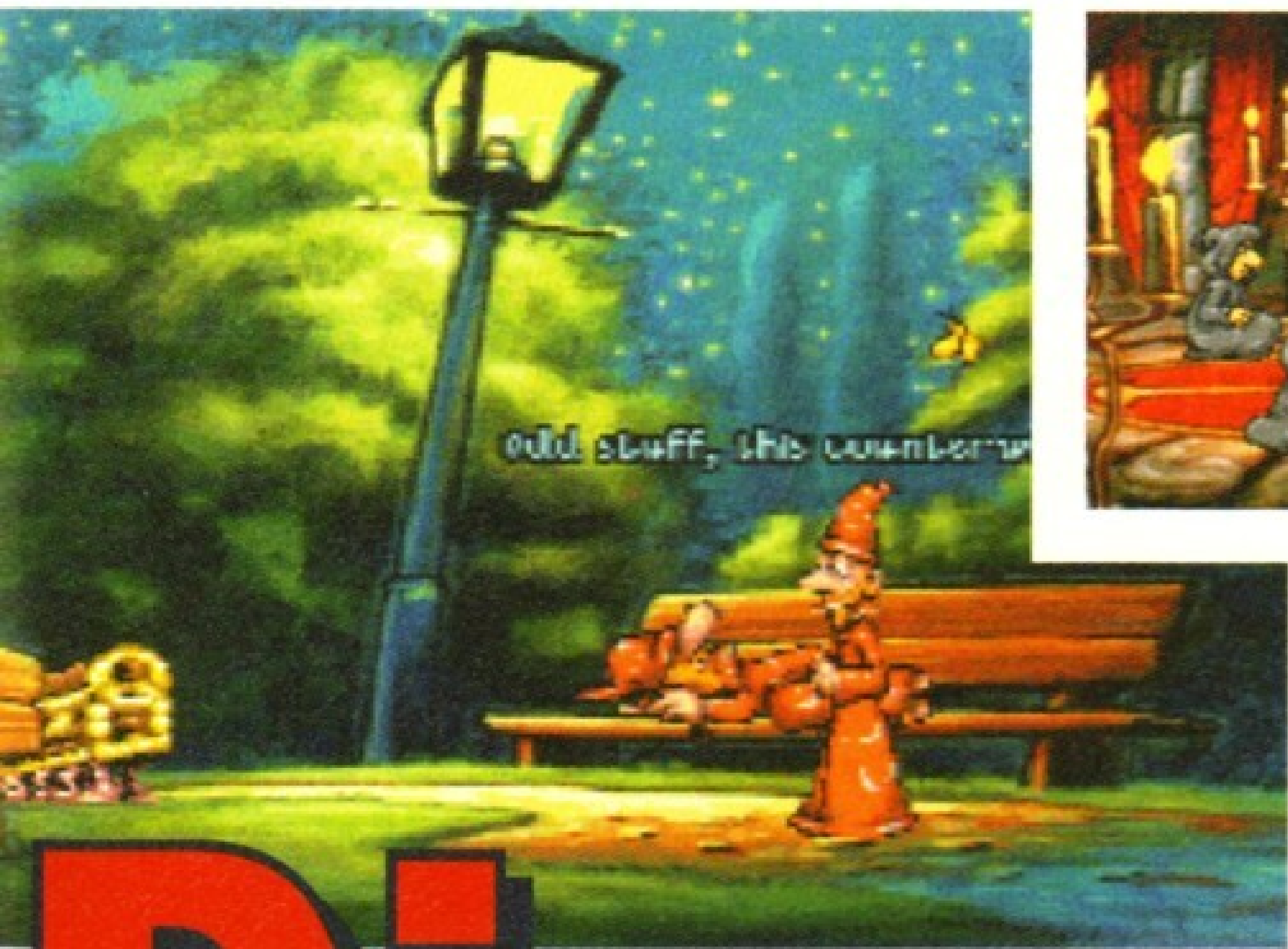








Here's the bar where Rincewind has to start a fight. It's name also changes from The Drum to The Broken Drum after Rincewind makes use of the sign after a travel through L-space. Confused? It gets worse believe me.







Discworld



You might think that the dragon is at the bottom of all the mayhem in Discworld but as you'll soon discover, a secret cult is at the heart of the strange inter-dimensional events.



GET PACKING!

Just to give you an idea of the kind of puzzles you can expect in Discworld, here's a quick demonstration of how Rincewind comes to acquire the services of his faithful pet that doubles as his inventory.

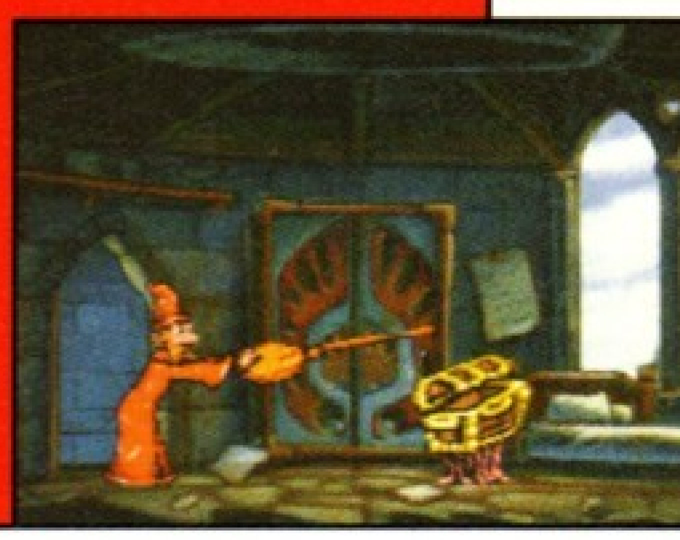
STEP 1 Rincewind is woken up by a knock at the door telling him to go to the Arch Chancellor where he is told the news of a dragon hassling the city. He is then asked to fetch a book from the library, something which becomes a bit of a puzzle of its own. But before he does this he needs to go to the cupboard.

STEP 2 In the dark cupboard downstairs he finds a broom and some shelves. After a quick pun about it being a 'witches transportation vehicle' (laugh here) Rincewind picks up the broom and puts it in his personal inventory.

STEP 3 After he's done this, Rincewind returns to his room in one of the turrets in the university, takes the broom out of his inventory and clicks it over the luggage that seems to be sleeping above the wardrobe. A quick prod and hey presto, it springs to life!













The fire brigade get tough on late night drunks.



The Arch Chancellor has a quick chat with one of his bearded boffins. You'll have to pop back and see the Chancellor on several occasions for fresh instructions.

Liable to split attitudes down the middle depending as it does on whether you enjoy the brand of humour and have a couple of years to devote yourself to completing it.

graphics	60
sound	75
playability	68
lastability	82

overall

72%

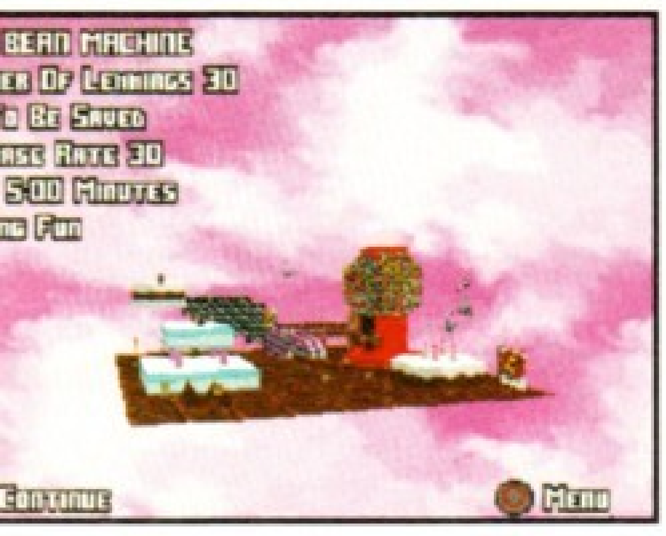
BY	PSYGNOSIS
PRICE	£TBA
STYLE	PUZZLE
RELEASE	JULY

They've been knocking about for some time now giving the kids sleepless nights. The arrival of the suicidal rodent contingent to the Saturn heralds a change of image. But with 3D Lemmings, are they about to kick the bucket for the last time?



Lemmings is not exactly a new concept. These little rodents have been dishing out anxiety attacks on PC and consoles for years now. But 3D Lemmings is the first encounter with them on the Saturn and the 3D element is naturally designed to appeal to the more sophisticated 32 bit mentality. Certainly the look of this game is a long way from the old days when it was a very simplistic 2D layout leaving the entertainment entirely to the highly frustrating puzzles. Now it's all polished backdrops, detailed polygon platforms, rotating views, different camera angles and virtual lemmings, and I can't help feeling it all gets in the way a bit. It's most irritating at the start because you have to get to grips with all these extra controls before you can concentrate on getting the waddling green depressives back to safety. Once you've familiarised yourself with the method it's a lot less hassle, but there are still those moments when, with only a split second left, you find yourself changing a camera angle to actually see what's going on rather than choosing lemming roles to save them.





3D Lemmings also heralds the arrival of two new lemming roles; the turner and the virtual lemming. The turner is obviously a necessary edition when you start working with 3D platform environments, but the virtual lemming is actually a bit of a novelty, although there are times when it's essential you use it. Its more incidental role is to show off the flashy 3D environments that take you inside buildings like cyber space stations or castles. Again though, this has a habit of making things a bit more awkward to control and complicates puzzles that are complicated enough on their own.

Beyond the 3D alterations Lemmings remains as challenging as ever. There are four difficulty levels — fun, tricky, taxing and mayhem — and even fun proves far from it at times with some dedicated lateral thinking essential even here. But it's worth it when you breathe that sigh of pride and relief when you've finally sussed one of the ingenious puzzles you find yourself in, although I have to confess that when faced with a particularly nasty problem my instinct was to turn the game off rather than overcome it. This could of course be fatigue from four years of nerve-worn Lemmings experience and it poses the question of how much longer Psygnosis intend to keep introducing new versions of the game before finally let it plummet over the cliff for good.

I should also mention that Lemmings tends to induce an immediate hostility in some people and 3D Lemmings will do just the same, so those of you with a poor irritant threshold should avoid it if you want to save your Saturn from a lunatic fit of destruction. For the more even tempered among you with craniums the size of the superdome this might just fit the bill.

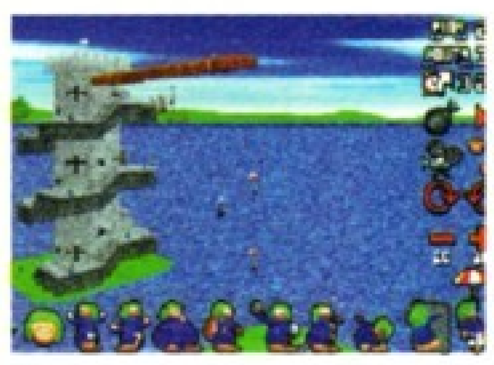
ROB





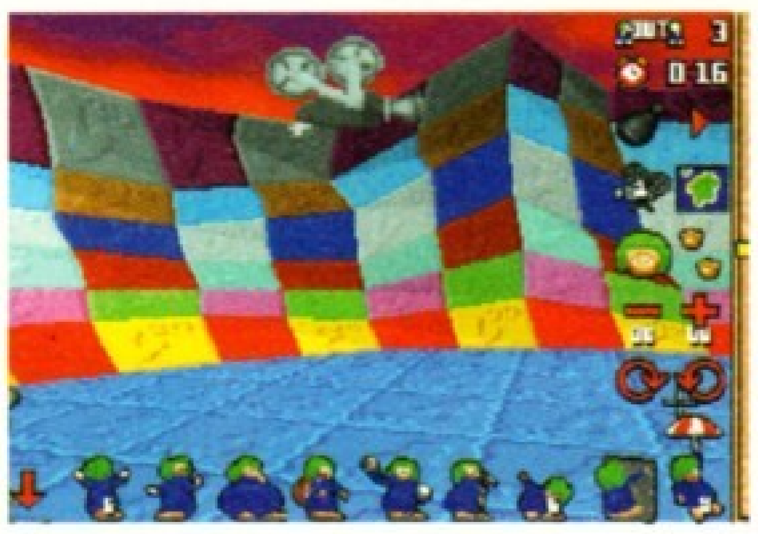
There are loads of wacky environments in 3D Lemmings from ancient castles to Charlie and the Chocolate Factory style sets.







Phew! Made it but only just. As you move on to harder levels, you're not given as much room for error. Call in the experts!



My mum used to spend hours making patchwork quilts just like this backdrop above.



All you get on this level are three builders and you'll need to know precisely where to get them building. Things get far more complicated when the number and range of Lemming roles increase. Believe me!

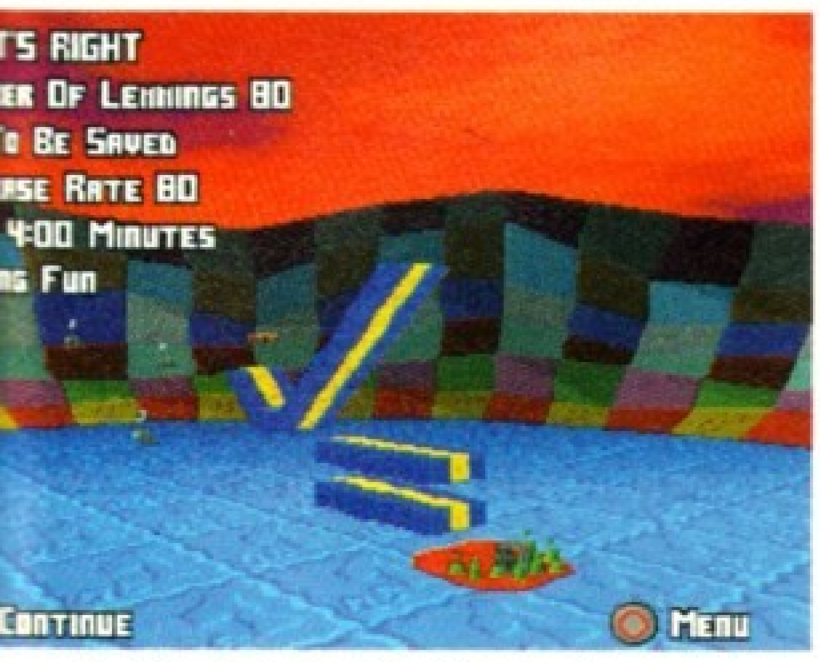






3D LEMMINGS





Each level starts off with a preview screen that lets you take an early look at hell!



Hurah! There's the exit at last! The lemmings are saved! The lemmings are saved! For now.



YOU ARE YOUR JOB!

Each and every one of us has a role in life. Some of us get cushy options like reviewing games all day, some of us have to deliver the milk and some of us are astronauts.

BLOCKER: Stands there solid as a rock to prevent his furry chums from doing something stupid like falling off a cliff.

FLOATER: With the help of a lovely golfing umbrella, lemmings assigned as floaters can actually fall off cliffs and land safe and sound.

BASHER: Using a pair of very fine mallets, a basher does as he says and pummels through whatever happens to be in blocking the path.

BUILDER: The craftsman among lemmings, a builder takes his bricks and mortar to build bridges and stairs to reach higher levels.

TURNER: A bit like a blocker, a turner, will direct the lemmings in the appropriate direction when they reach a crossroads of some kind.

MINER: With the enthusiasm of an entire male voice Welsh choir, this lemming takes a pick axe and gets digging.

DIGGER: Rather than dig diagonally like the miner lemming, a digger will use its bare hands and dig straight down beneath it.

CLIMBER: When a lemming is made a climber is suddenly becomes the Chris Bonnington of the rodent world and can scale anything.

BOMBER: When chosen for this sacrificial role, a timer will appear above the lemming's head. Then they explode! Timing is essential when using one of these so be careful.



Although it all looks new and groovy, 3D Lemmings can't hide the fact that it's showing its age. Nevertheless, for those who enjoy some damn tough puzzles it still has the potential to satisfy.

graphics	84
sound	80
playability	74
lastability	80

overall **75%**

CHECKPOINT 4

IT ALL GOES LOOPY AS WE HEAD FOR THE FINAL STRAIGHT!

SEGA SATURN MAGAZINE SEGA TIME ATTACK 1996 SEGA RALLY TIME ATTACK COMPETITION

Once again a fearsome new breed of Time Attackers have invaded and devastated the Top Ten. Andy CB Hoath of Plumstead shocked the SATURN MAG crew by slicing TEN SECONDS off last month's lead time from John Archer of Essex. However John, despite not having sent an updated record this month, hangs on in the chart at number eight, with two more of last month's times below him – reflecting the difficulty most people seem to be having beating the phenomenal times achieved so far. Two more of our previous contestants are also in evidence, Philip J Hogg and James Broughton, whose new times are still not enough to prevent them slipping from second and third respectively to fifth and sixth (although they're still spookily close).

There's still ONE MORE MONTH for you to get your entries in, so if you think you can beat any of this lot you'd better get your skates on and have an entry in by JUNE 2nd if you want to get your hands on the booty. Remember, we're allowing you to use the Hyper Car and Stratos cheats, but we MUST have video evidence of your three laps of the three courses PLAYED CONSECUTIVELY. You may set the options for three laps and select your best lap time for each of the tracks, but they have to be from one single game and they have to be on video. We've got a top thirty compiled here, so don't think we won't award the prize to someone with a slower time if you don't have the requisite evidence (but don't send it in yet, we'll call you if we want it).

OK, once you've got your time figured out and on tape, write it down on the back of a postcard/stuck-down envelope/cut out bit of cereal packet and send it in to SEGA RALLY TIME ATTACK COMPETITION, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU, and make sure it gets here BY THE SECOND OF JUNE. The SECOND, got that?

Good luck and may the best, fastest and most skillful Sega Rally player win!

TIME ATTACK TOP TEN!

1.	ANDY C B HOATH, PLUMSTEAD	2.48.23
2.	LEIGH STEVENSON, WAKEFIELD	2.53.54
3.	NICHOLAS WARE, WAKEFIELD	2.53.89
4.	ALEX GRAYSTON, IRVINE	2.56.40
5.	PHILIP J HOGG, DYFED	2.57.23
6.	JAMES BROUGHTON, ISLE OF MAN	2.57.68
7.	JOHN BRAZIL, ERITH	2.57.97
8.	JOHN ARCHER, ESSEX	2.58.43
9.	DEAN GRAHAME, DUNDEE	2.59.38
10.	DAVID BLAKE, BARNSLEY	3.00.03

FIRST PRIZE: FREE SATURN GAMES FOR A YEAR, A SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!

SECOND PRIZE: TEN SATURN GAMES AND AN EXCLUSIVE AM3 SEGA RALLY JACKET AND T-SHIRT!

THIRD PRIZE: AN EXCLUSIVE AM3 SEGA RALLY JACKET AND A SEGA RALLY T-SHIRT!



YOUR LAST CHANCE TO WIN FREE GAMES FOR A YEAR!

You may have got your copy of Ultimate Mortal Kombat 3 at last, but the hard part is still to come. You've now got to learn every move for each of the 22 characters – and where better to start than our list? Every move currently known to the human race, as well as a massive list of Kombat Kodes to enhance your fights are all here. Go on, get learning!

KEY			
⇧	UP	BK	BLOCK
⇩	DOWN	R	RUN
⇨	FORWARDS	HK	HIGH KICK
⇦	BACKWARDS	LK	LOW KICK
HP	HIGH PUNCH	+	PRESS THE BUTTONS AT THE SAME TIME
LP	LOW PUNCH	,	PRESS THE BUTTONS IN SEQUENCE
All the moves marked with a "*" can be done in mid-air.			

RANDOM SELECT

While highlighting the start character, hold Up and press Start. The computer will pick your character for you.

MERCIES

To give mercy, fight into a third round and win. When the "Finish Him/Her!" message appears, jump over half a screen away, hold Run, press D, D, D, then release Run.

FRIENDSHIPS AND BABALITIES

These can only be performed if the Block button has not been used during the last round. They can be done from anywhere on the screen, unless we've marked them.

ANIMIALITIES

These can only be performed after a Mercy has been performed on an opponent. Beat your opponent again before doing the Animality.

PIT FATALITIES

These are always performed from right next to an opponent. They only work on: The Subway, Bell Tower, The Pit 3, and Scorpion's Lair backgrounds.

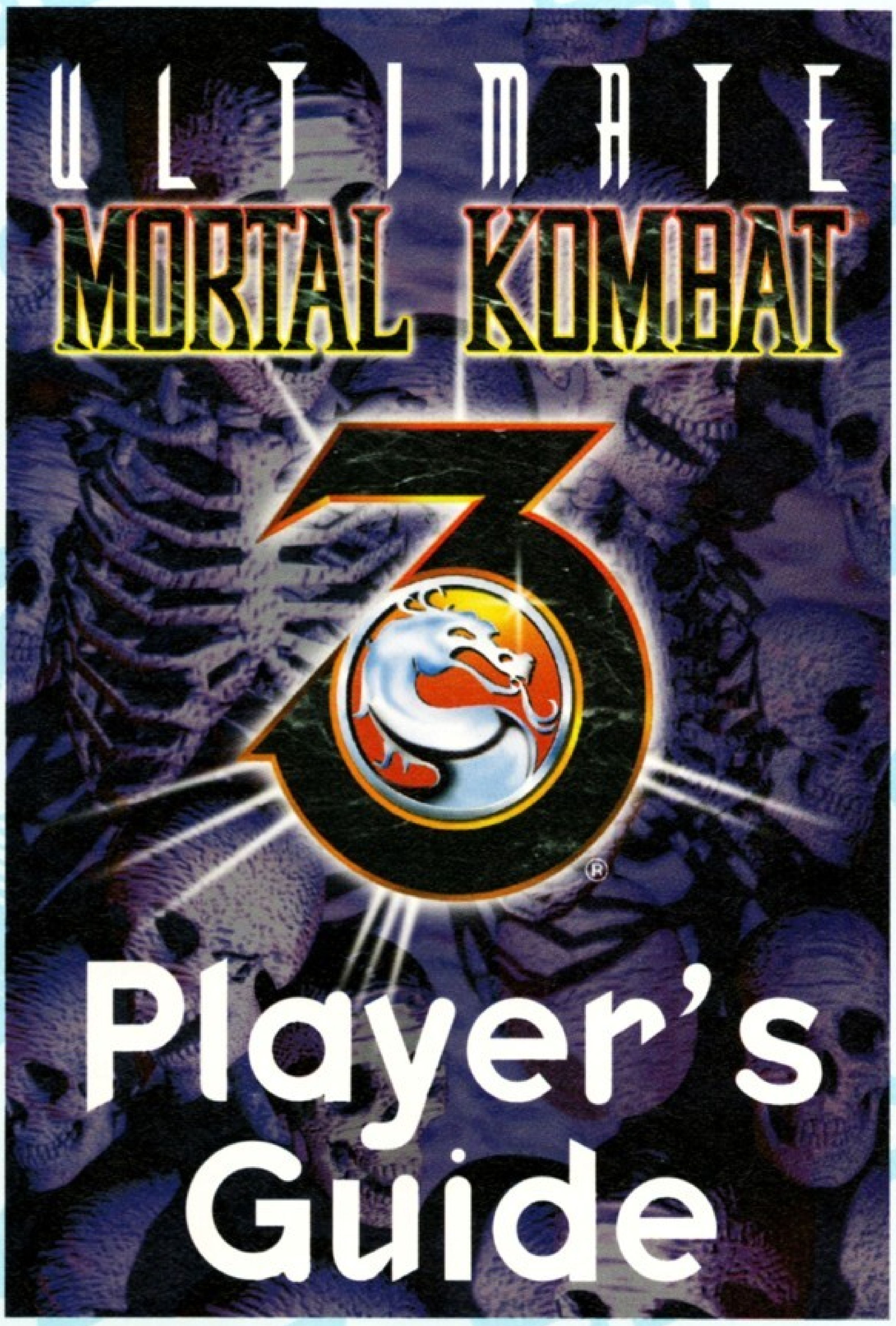
FATALITIES

These must be performed when you are in exactly the right position, and they are marked in brackets. If you have to hold an attack button to perform the Fatality, hold it when you are out of range, then move into position. Here are descriptions of the exact places to stand:

Full Screen As far away as possible
Jump One jump away from an opponent
Sweep The far reach of a sweep
One Step One tap away from an opponent
Close Touching the opponent







KiTANA



Move	Command
Fan Throw*	⇨,⇨,HP+LP
Fan Lift	⇦,⇦,⇦,HP
Flying Punch	⇨,⇩,⇦,HP
FATALiTiES	
Tall Kiss Fatality	(CLOSE) R, R, BK, BK, LK
Decapitation Fatality	(CLOSE) ⇦,⇩,⇨,⇨,HK
Bubbles Friendship	⇩,⇦,⇨,⇨,LP
Babality	⇨,⇨,⇩,⇨, HK
Rabbit Animality	(1STEP) ⇩,⇩,⇩,R
Pit Fatality	⇨,⇩,⇩,LK

MiLEENA



Move	Command
Sai Fireball*	Hold HP for 2 seconds and release
Teleport Kick	⇨,⇨,LK
Ground Roll	⇦,⇦,⇩,HK
FATALiTiES	
Nail Spit Fatality	(full screen) ⇦,⇦,⇦,⇨,LK
Eat Fatality	(close) ⇩,⇨,⇩,⇨,LP
Mirror Friendship	⇩,⇩,⇦,⇨,HP
Babality	⇩,⇩,⇨,⇨,HP
Skunk Animality	(close) ⇨,⇩,⇩,⇨,HK
Pit Fatality	⇩,⇩,⇩,LP

JADE



Move	Command
Straight Blade	⇦,⇨,LP
Low Blade	⇦,⇨,LK
High Blade	⇦,⇨,HP
Shadow Kick	⇩,⇨,LK
Invincibility	⇦,⇨,HK
FATALITIES	
Stick Shake Fatality	(close) Hold BK + press ⇧, ⇧, ⇩, ⇨, HP
Stick Uppercut	(close) R, R, R, BK, R
Pogo Stick Friendship	⇦, ⇩, ⇦, ⇦, HK
Babality	⇩, ⇩, ⇨, ⇩, HK
Kitten Animality	(close) ⇨, ⇩, ⇨, ⇨, LK
Pit Fatality	Unknown



REPTILE



Move	Command
Acid Spit	⇨,⇨,HP
Fast Force Ball	⇨,⇨,HP + LP
Slow Force Ball	⇦,⇦,HP + LP
Dashing Elbow	⇦,⇨,LK
Slide	⇦ + LP + BK + LK
Invisibility	⇧, ⇧, ⇩, HK
FATALITIES	
Tongue Fatality	(sweep) ⇦,⇨, ⇩, BK
Acid Puke Fatality	(sweep) Hold BK + press ⇨, ⇨, ⇧, ⇧, HK
Snake Box Friendship	(close) ⇩, ⇨, ⇨, ⇦, HK
Babality	⇨, ⇨, ⇦, ⇩, LK
Monkey Animality	(close) ⇩, ⇩, ⇩, ⇧ + HK
Pit Fatality	BK, R, BK, BK



Reptile's Acid Puke Fatality is one of the best in the game. He takes his mask off, opens his reptilian mouth and yaks acid on people.



Reptile's Animality sees him transform into a monkey. He then runs after his opponent like our art editor, Dave Kelsall.

ERMAC



Move	Command
Fireball	⇩,⇦,LP
Teleport Punch*	⇩,⇦,HP
Slam	⇦,⇩,⇦,HK
FATALITIES	
Decapitation Fatality	(close) R, BK, R, R, HK
Slam Fatality	(sweep) Hold BK + press ⇩, ⇧, ⇩, ⇩, ⇩, release BK, BK
Friendship	Unknown
Babality	Unknown
Animality	Unknown
Pit Fatality	R, R, R, R, LK



Although not everything is known about this new character yet, he's already got some excellent moves. Like this one!



Just to annoy someone, transform them into a baby. Here, Ermac's reduced Classic Sub Zero to a giggling infant.

SCORPION



Move	Command
Harpoon	⇦,⇦,LP
Teleport Punch*	⇩,⇦,HP
Mid-Air Throw	BK in the air
FATALITIES	
Flame Breath Fatality	(jump) ⇩, ⇩, ⇩, ⇧ + HK
Multiple Death Fatality	(close) ⇨, ⇨, ⇩, ⇧ + R
Skull Box Friendship	(close) ⇦, ⇨, ⇨, ⇦, LK
Babality	⇦, ⇦, ⇦, ⇨, HP
Penguin Animality	(close) Hold BK + press ⇨, ⇧, ⇧, HK
Pit Fatality	Hold BK + press ⇨, ⇧, ⇧, LP





CLASSIC SUB ZERO



Move	Command
Ice Ball	⇩,⇨,LP
Floor Freeze	⇩,⇦,LK
Slide	⇦ + LP + BK + LK
FATALITIES	
Black Screen Fatality	(close) ⇩, ⇩, ⇩, ⇨, HP
Second Fatality	Unknown
Friendship	Unknown
Babality	Unknown
Animality	Unknown
Pit Fatality	⇨, ⇩, ⇨, ⇨, HP



SONYA

Energy Fireball	↓,→,LP
Bicycle Kick	←,←,↓,HK
Flying Punch	→,←,HP
Leg Toss	↓+LP+BK
FATALITIES	
Pink Kiss Fatality	(jump) Hold BK+R+press ↑,↑,←,↓
Flame Kiss Fatality	(anywhere) ←,→,↓,↓,R
Flowers Friendship	←,→,←,↓,R
Babality	↓,↓,→,LK
Hawk Animality	(close) Hold LP+press ←,→,↓,→, release LP
Pit Fatality	→,→,↓,HP



Sonya's original Fatality, the flame kiss, is still in Ultimate Mortal Kombat 3. It's performed differently but looks pretty much identical.

NIGHTWOLF

Arrow Shot	↓,←,LP
Axe Uppercut	↓,→,HP
Shoulder Charge	→,→,LK
Rebound Shield	←,←,←,HK
FATALITIES	
Light Beam Fatality	(close) Hold BK+press ↑,↑,←,→, release BK, BK
Lightning Axe Fatality	(jump) ←,←,↓,HP
Rayden Friendship	(outside sweep) R,R,R,↓
Babality	→,←,→,←,LP
Wolf Animality	(close) →,→,↓,↓
Pit Fatality	R,R,BK





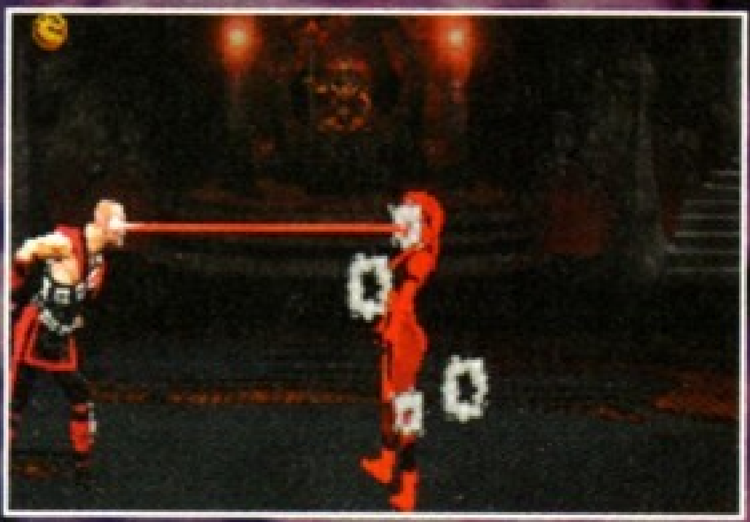
SUB ZERO

Ice Ball	↓,→,LP
Ice Statue*	↓,←,LP
Ice Shower	↓,→,HP
Close Ice Shower	↓,→,←,HP
Far Ice Shower	↓,←,→,HP
Slide	←+LP+BK+LK
FATALITIES	
Freeze Snap Fatality	(close) BK,BK,R,BK,R
Ice Blow Fatality	(jump) ←,←,↓,←,R
Snowman Friendship	LK,R,R,↑
Babality	↓,←,←,HK
Polar Bear Animality	(close) Hold BK+press →,↑,↑
Pit Fatality	←,↓,→,→,HK



KANO

Knife Throw	↓,←,HP
Knife Uppercut	↓,→,HP
Straight Roll	Hold LK, then release
Vertical Roll	→,↓,→,HK
Shake Throw	↓,→,LP
Air Throw	BK in the air
FATALITIES	
Skeleton Fatality	(close) Hold LP+press →,↓,↓,→, release LP
Eye Laser Fatality	(sweep) LP,BK,BK,HK
Bubblegum Friendship	LK,R,R,HK
Babality	→,→,↓,↓,LK
Spider Animality	(close) Hold HP+press BK,BK,BK, release HP
Pit Fatality	Hold BK+press ↑,↑,←,LK



Kano can use his eye patch as a laser beam, but only as a Fatality. That's thick.



This is great. Kano pulls the entire skeleton out through someone's mouth!

STRYKER



High Grenade	⇩, ⇦, HP
Low Grenade	⇩, ⇦, LP
Machine Gun	⇦, ⇨, HP
Baton Throw	⇨, ⇨, HK
Baton Trip	⇨, ⇦, LP
FATALITIES	
Bomb Fatality	(close) ⇩, ⇨, ⇩, ⇨, BK
Taser Fatality	(full screen) ⇨, ⇨, ⇨, LK
Traffic Cop Friendship	LP, R, R, LP
Babality	⇩, ⇨, ⇨, ⇦ +HP
T-Rex Animality	(one step) R, R, R, BK
Pit Fatality	Hold BK + press ⇨, ⇧, ⇧, HK



Sindel wraps her hair around her opponent, then pulls it away to spin them around. As they spin, bits of bone fly off until they explode! Lovely.





As a Friendship, Stryker calls his dogs, who run onto the screen pulling a cart of Mortal Kombat babies!

SINDEL



Fireball	⇨, ⇨, LP
Scream	⇨, ⇨, ⇨, HP
Fly	⇦, ⇦, ⇨, HK
Air Fireball	⇩, ⇨, LK in the air
FATALITIES	
Scream Fatality	(close) R, BK, BK, R +BK
Hair Spin Fatality	(sweep) R, R, BK, R, BK
Field Goal Friendship	R, R, R, R, R, ⇧
Babality	R, R, R, U
Wasp Animality	(close) ⇨, ⇨, ⇧, HP
Pit Fatality	⇩, ⇩, ⇩, LP

CYRAX



Net	⇦, ⇦, LK
Close Bomb	Hold LK + press ⇦, ⇦, HK
Far Bomb	Hold LK + press ⇨, ⇨, HK
Teleport*	⇨, ⇩, BK
Jumping Air Throw	Opponent in air + press ⇩, ⇨, BK then LP
FATALITIES	
Helicopter Head Fatality	(anywhere) Hold BK + press ⇩, ⇩, ⇧, ⇩, HP
Self-Destruct Fatality	(close) ⇩, ⇩, ⇨, ⇧ +R
Dance Friendship	R, R, R, ⇧
Babality	⇨, ⇨, ⇦, HP
Shark Animality	(close) Hold BK + press ⇧, ⇧, ⇩, ⇩
Pit Fatality	R, BK, R



Kung Lao uses his razor hat as a boomerang, slicing his opponent into chunks on each pass! They end up as a line of meat slices on the floor!





You know that strange dance where it looks like your legs are crossing over? Well, that's what Cyrax does as a Friendship.

KUNG LAO



Hat Throw	⇦, ⇨, LP
Teleport	⇩, ⇧
Spin	⇨, ⇩, ⇨, R + tap repeatedly
Diving Kick	⇩ +HK in the air
FATALITIES	
Spin Fatality	(anywhere) R, BK, R, BK, ⇩
Hat Slice Fatality	(sweep) ⇨, ⇨, ⇦, ⇩, HP
Hat Throw Friendship	(outside sweep) R, LP, R, LK
Babality	⇩, ⇨, ⇨, HP
Leopard Animality	(close) R, R, R, R, BK
Pit Fatality	⇩, ⇩, ⇨, ⇨, LK





Jax grows and grows until he's massive, then stamps on his opponent, just like in the Monty Python opening sequence!

JAX



Missile	⇦,⇨,HP
Double Missile	⇨,⇨,⇦,⇦,HP
Floor Punch	Hold LK then release
Grab and Punch	⇨,⇨,LP
Dashing Punch	⇨,⇨,HK
Backbreaker	BK in the air
Multiple Slam	LP to throw, then HP repeatedly
FATALITIES	
Big Foot Fatality	(jump) R, BK, R, R, LK
Blade Chop Fatality	(close) BK + press ⇧, ⇩, ⇨, ⇧, release BK
Skipping Friendship	LK, R, R, LK
Babality	⇩, ⇩, ⇩, LK
Lion Animality	(close) Hold LP + press ⇨, ⇨, ⇩, ⇨, release LP
Pit Fatality	⇩, ⇨, ⇩, LP



Sheeva grabs her opponent's skin, then pulls it right down around their ankles in one go! A bloody skeleton is left standing with bits of flesh dripping off. Brilliant!

SHEEVA

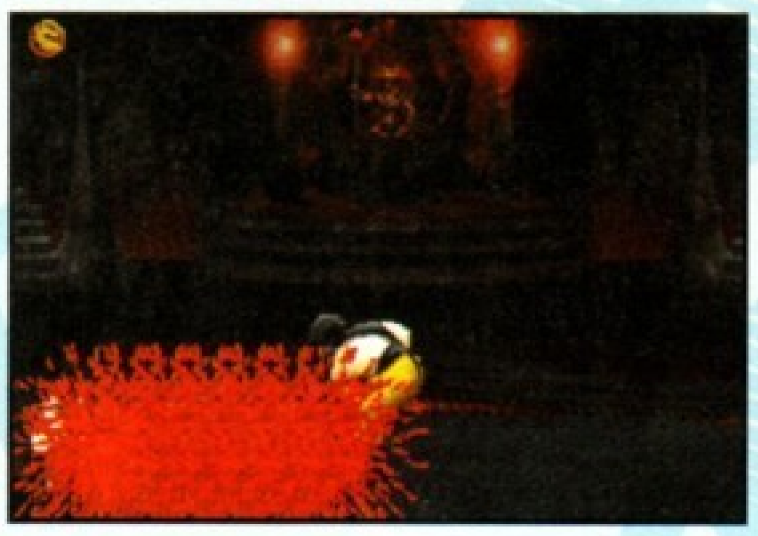


Fireball	⇩, ⇨, HP
Floor Stomp	⇦, ⇩, ⇦, HK
Teleport Stomp	⇩, ⇧
FATALITIES	
Head Pound Fatality	(close)⇨, ⇩, ⇩, ⇨, LP
Skin Peel Fatality	(close) Hold HK + press ⇦, ⇨, ⇨, release HK
Plate Spin Friendship	⇨, ⇨, ⇩, ⇨, wait half second, HP
Babality	⇩, ⇩, ⇩, ⇦, HK
Scorpion Animality	(close) R, BK, BK, BK, BK
Pit Fatality	⇩, ⇨, ⇩, ⇨, LP

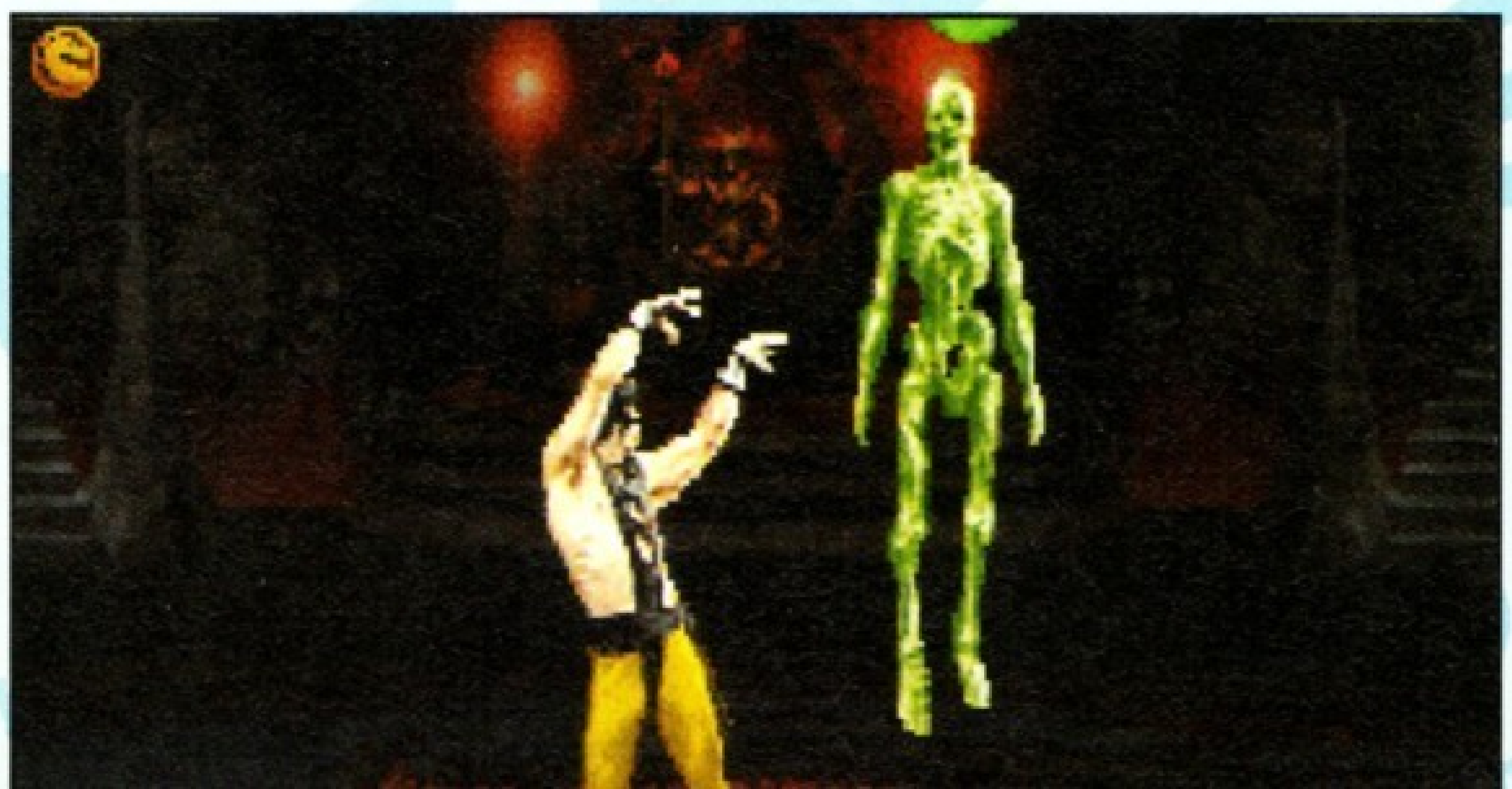
SHANG TSUNG

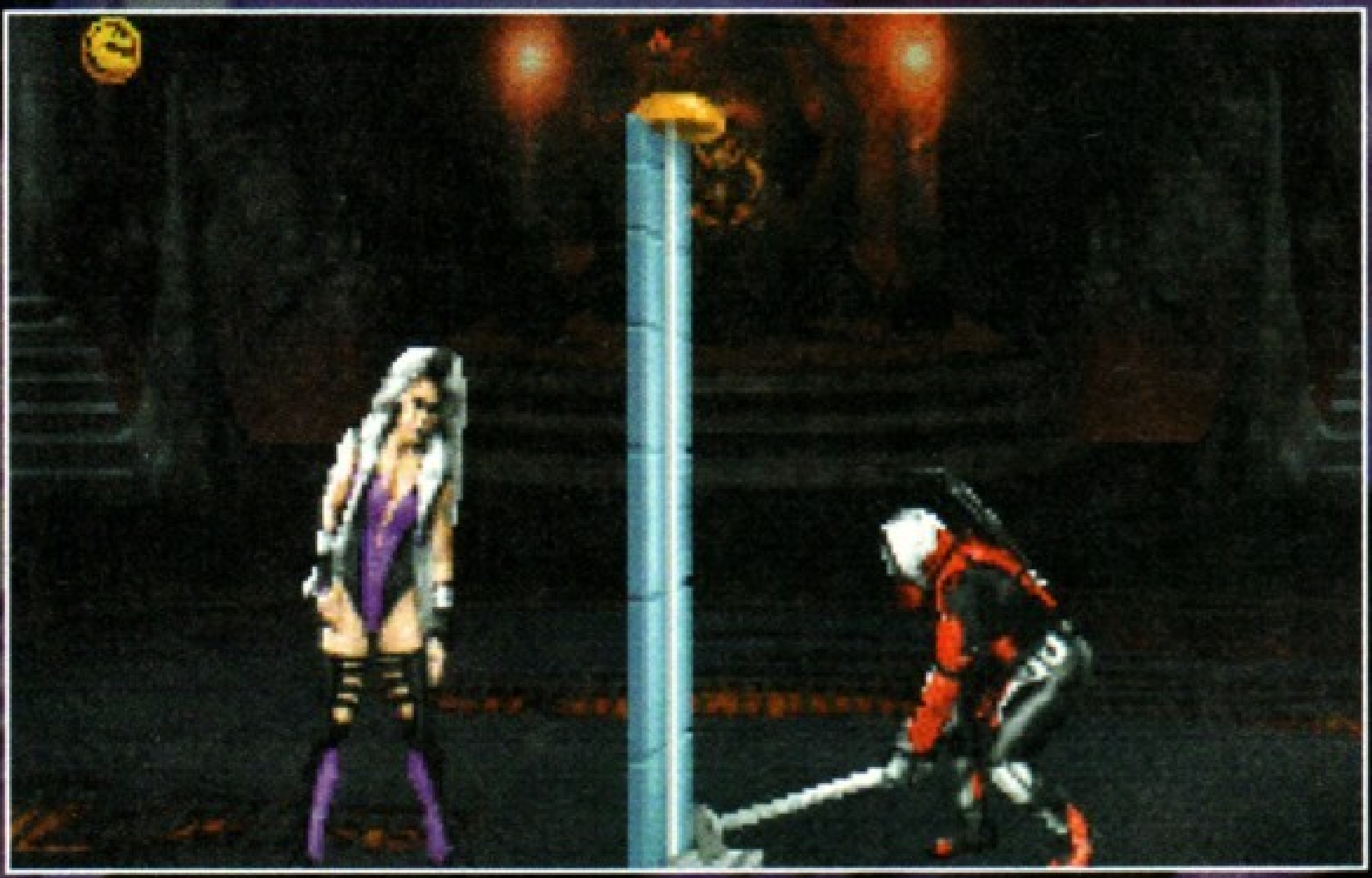


Single Fireball	⇦, ⇦, HP
Double Fireball	⇦, ⇦, ⇨, HP
Triple Fireball	⇦, ⇦, ⇨, ⇨, HP
Floor Fireballs	⇨, ⇦, ⇦, LK
MORPHS	
Kitana	⇨, ⇩, ⇨, R
Reptile	R, BK, BK, HK
Jade	⇨, ⇨, ⇩, ⇩ + BK
Scorpion	⇩, ⇩, ⇨, LP
Mileena	R, BK, HK
Ermac	⇩, ⇩, ⇧ + HK
Classic Sub Zero	BK, BK, R, R
Sonya	⇩ + LP + R + BK
Jax	⇨, ⇨, ⇩, LP
Nightwolf	⇧, ⇧, ⇧
Kano	⇦, ⇨, BK
Sub Zero	⇨, ⇩, ⇨, HP
Sektor	⇩, ⇨, ⇦, R
Sindel	⇦, ⇩, ⇦, LK
Stryker	⇨, ⇨, ⇨, HK
Cyrax	BK, BK, BK
Kung Lao	R, R, BK, R
Kabal	LP, BK, BK
Sheeva	⇨, ⇩, ⇨, LK
Liu Kang	Hold BK + roll 360 degrees forward
Smoke	⇩, ⇦, ⇦, LP
FATALITY	
Floor Spikes Fatality	(close) Hold LP + press ⇩, ⇨, ⇨, ⇩, release LP
Soul Splat Fatality	(close) Hold LP + press R, BK, R, BK
Joust Friendship	LK, R, R, ⇩
Babality	R, R, R, LK
Cobra Animality	(close) Hold HP + press R, R, R, release HP
Pit Fatality	Hold BK + press ⇧, ⇧, ⇦, LP













LIU KANG

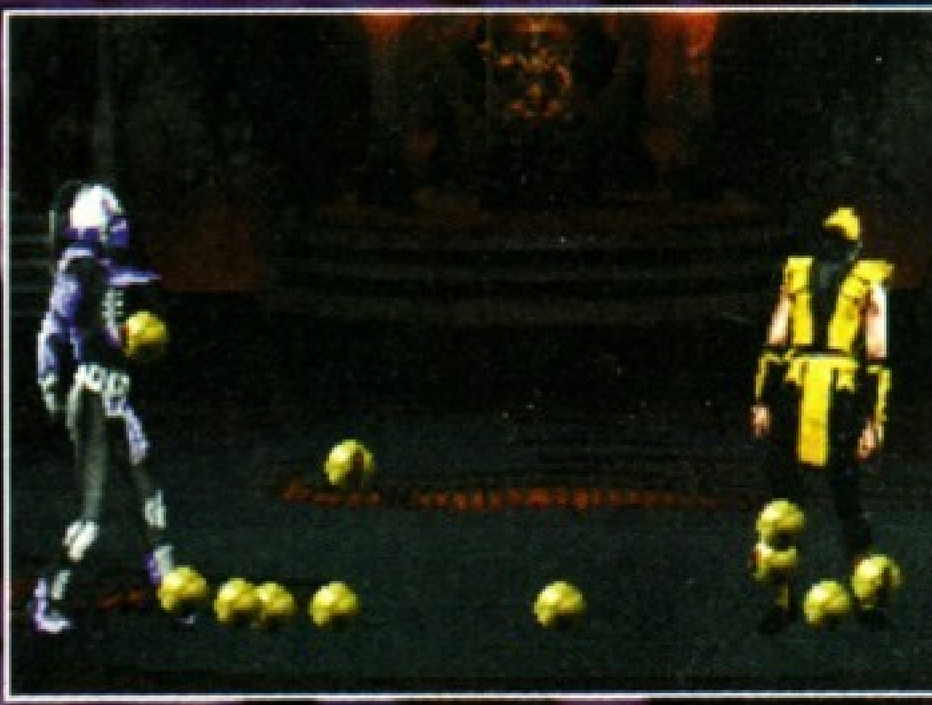
Standing Fireball*	⇨, ⇨, HP
Low Fireball	⇨, ⇨, LP
Bicycle Kick	Hold LK, then release
Flying Kick	⇨, ⇨, HK
FATALITIES	
Flame Fatality	(anywhere) ⇨, ⇨, ⇩, ⇩, LK
Arcade Cabinet Fatality	(anywhere) Hold BK + press ⇧, ⇩, ⇧, ⇧, release BK, BK + R
Shadow Friendship	R, R, R, ⇩ + R
Babality	⇩, ⇩, ⇩, HK
Dragon Animality	(one step) ⇩, ⇩, ⇧
Pit Fatality	R, BK, BK, LK

SEKTOR

Straight Missile	⇨, ⇨, LP
Homing Missile	⇨, ⇩, ⇦, HP
Teleport Punch*	⇨, ⇨, LK
FATALITIES	
Platform Crush Fatality	(sweep) LP, R, R, BK
Flame-thrower Fatality	(full screen) ⇨, ⇨, ⇨, ⇦, BK
Strength Test Friendship	(half screen) R, R, R, ⇩
Babality	⇦, ⇩, ⇩, ⇩, HK
Bat Animality	(close) ⇨, ⇨, ⇩, ⇧
Pit Fatality	R, R, R, ⇩



Friendships are mad. Smoke opens his chest panel, pokes a giant horn out and honks at his defeated opponent.







KABAL

Fireball*	⇦, ⇦, HP
Dashing Spin	⇦, ⇨, LK
Ground Blade	⇦, ⇦, ⇦, R
	(tap ⇦ more to make it faster)
FATALITIES	
Scream Fatality	(close) R, BK, BK, BK, HK
Head Pump Fatality	(sweep) ⇩, ⇩, ⇦, ⇨, BK
Marshmallow Friendship	(outside sweep) R, LK, R, R, ⇧
Babality	R, R, LK
Rhino Animality	(close) Hold HP + press ⇨, ⇨, ⇩, ⇨, release HP
Pit Fatality	BK, BK, HK

SMOKE

Harpoon	⇦, ⇦, LP
Teleport Punch*	⇨, ⇨, LK
Invisibility	Hold BK + press ⇧, ⇧, R
Air Throw	BK in the air
FATALITIES	
Earth Explode Fatality	(full screen) Hold BK + press ⇧, ⇧, ⇨, ⇩, release BK
Internal Bomb Fatality	(sweep) Hold BK + R + press ⇩, ⇩, ⇨, ⇧
Horn Friendship	(full screen) R, R, R, HK
Babality	⇩, ⇩, ⇦, ⇦, HK
Bull Animality	(outside sweep) ⇩, ⇨, ⇨, BK
Pit Fatality	⇨, ⇨, ⇩, LK

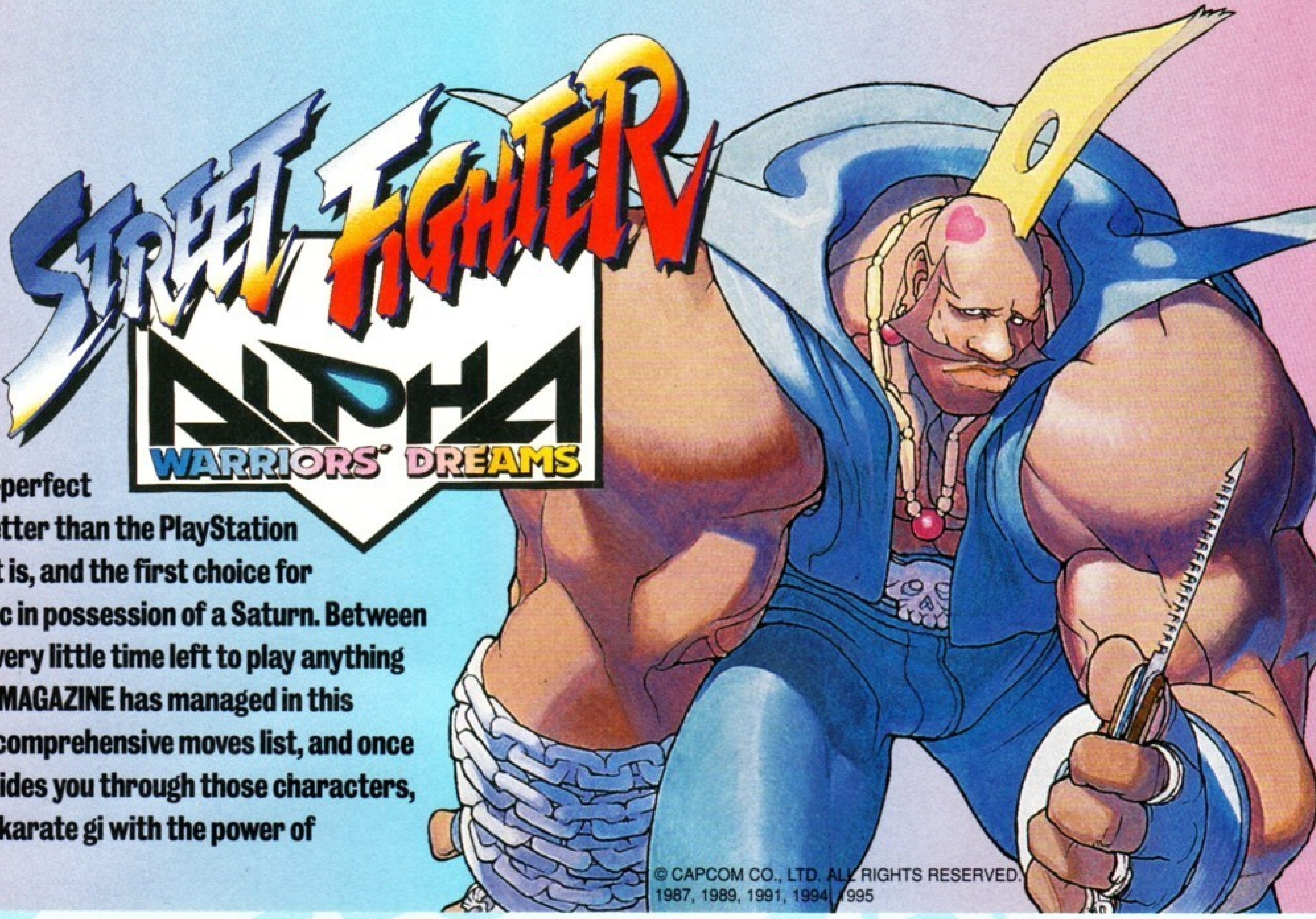






![TIPS]

TIPS



Street Fighter Alpha is already becoming yet another classic 2D beat 'em up from the connoisseurs of class; Capcom. Almost arcade-perfect translations and even better than the PlayStation version? Yes, of course it is, and the first choice for any fighting game fanatic in possession of a Saturn. Between this and X-men, there's very little time left to play anything else. What SEGA SATURN MAGAZINE has managed in this period is to formulate a comprehensive moves list, and once again DAVID HODGSON guides you through those characters, now clad in a weathered karate gi with the power of lightning at his disposal!

M BISON - "You cannot fight destiny. The world is mine!"

Bison's past and current activities are clouded in mystery, but those viewing this leader of Shadowloo comment that his aura sends out supreme feelings of evil and dread, with all his past opponents being sentenced to an agonising death in a gout of supernatural power at the hands of Bison's legendary Psycho Crusher. Bison strongly feels that evil shall triumph, and has dedicated his life to pursuing evil ideas, using his reserves of Psycho energy to perfect the killing Psycho Crusher attack. He has currently halted this quest for world domination, feeling that no mortal (or immortal) man can stop him in this task. All shall tremble!

M BISON'S LEGENDARY TECHNIQUES	
PSYCHO SHOT	hold ⇦, ⇨ + any punch
HEAD PRESS	hold ⇩, ⇧ + any kick
DOUBLE KNEE PRESS	hold ⇦, ⇨ + any kick
BISON POWER	⇨, ⬂, ⇩ or ⇦, ⬃, ⇦ + 3 punches or 3 kicks
M BISON'S SUPER LEGENDARY TECHNIQUES	
PSYCHO CRUSHER	hold ⇦, ⇨, ⇦, ⇨ + any punch
DOUBLE KNEE PRESS NIGHTMARE	hold ⇦, ⇨, ⇦, ⇨ + any kick

SECRET CHARACTER











CHUN LI - "If you're going to fight; fight for real!"

Chun Li works undercover for a freedom organisation on a secret mission in deepest Shadowloo. Although still very young, her upbringing in a remote rural region and the vigorous training in the art of fighting has made her more than a match for any man. Now accustomed to flooring those gentlemen of ill repute that take a shine to her, Chun Li is a both feared and respected member of the undercover squad that she is leading. Now her squad is holed up in a canyon complex just north of Bison's headquarters, determined to seize the madman and his entire cartel of drugs and the associated hard men that form Bison's team of bodyguards. Her reconnaissance team has just reported back; Bison is about to make the delivery! Now Chun Li must act, challenging Bison in the combat arena whilst the rest of the team halt the delivery of narcotics. Chun Li also has an old score to settle with Bison; she must avenge the death of her father and Bison must pay for this outrage!

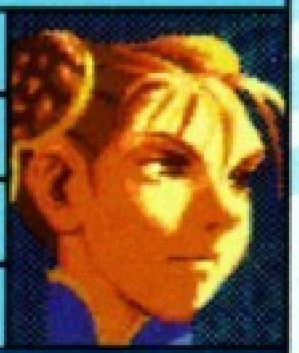


"Oof! Yurrk! Arrgh!" Sodom steps a tad too close to lady Li's awesome Rushing Burst!



Still staggering from this mauling, Sodom wanders into a normal version of this attack.

CHUN LI'S AVENGING TEXHNIQUES	
ALPHA COUNTER	⇦, ⬃, ⇩ + any kick
HYPER BURST KICK	Any kick repeatedly
AIRBORNE SLAM	Fierce punch whilst in the air and next to foe
AIRBORNE STOMP	⇩ + Medium kick whilst airborne
ATHLETIC SPLIT KICK	⇩, ⬃, ⇦ + any kick
SPIN KICK	Hold ⇩, press ⇧ + any kick
FLAMINGO FIREBALL	Hold ⇦, press ⇨ + any punch
CHUN LI'S SUPER AVENGING TECHNIQUES	
RUSHING BURST HYPER KICK	Hold ⇦, ⇨, ⇦, ⇨ + any kick
FLOCK OF FLAMINGOS FIREBALL	⇩, ⬂, ⇨, ⇩, ⬂, ⇨ + any punch
FORMIDABLE SPIN KICK	Hold ⬃, ⬂, ⬃, ⬀ + kick



CHARLIE - "You've got talent! Uncle Sam could use you!"

Charlie is the best friend of Guile, and their active service together has landed them in numerous scrapes throughout their army life. Forming a close bond after Charlie rescued Guile from enemy sniper fire, both are currently taking a contingent of troopers to Shadowloo to look for a murdering overlord by the name of M Bison. Indeed, so close are the two military members that they have trained under the same martial arts master, learning to project their anger in a series of deafening bolts of moulded ether. Bison's trailer and armoured caravans have been spotted, and Charlie takes a recon team to strike against Bison before he kills and enslaves more of the populous.

CHARLIE'S MILITARY TECHNIQUES	
ALPHA COUNTER	⇦,⬃,⇩ +any punch
SONIC BOOM	Hold ⇦,⇨ +any punch
AIR BACKBREAKER	Fierce punch whilst in the air and next to foe
FLASH KICK	Hold ⇩, ⇧ +any kick
HOPPING SPIN DISASTER	⇨ +Medium kick
CHARLIE'S SUPER MILITARY TECHNIQUES	
SONIC BEAM	Hold ⇦,⇨,⇦,⇨ +any punch
MAJOR FLASH KICK	Hold ⬃,⬂,⬃,⬀ +any kick
GENERAL DASH KICK	Hold ⇦,⇨,⇦,⇨ +any kick







GUY - "Shouldn't you be crawling to the hospital about now?"

Guy is almost possessed by a wish to rid the entire world of all evil. Trained in the arts of Bushido, Guy is more than pleased with past performances, and in particular, he prides himself on destroying Sodom's Mad Gear gang in a Final Fight, training alongside his friends Cody and Mayor Mike Haggar. During further research into the world's criminals, he has uncovered the existence of Bison, and has embarked on a mission to take him down, and thus preventing the world from further destruction. Finally, he also hopes that the forthcoming battles will hone his fighting arts into a formidable array of killer moves.

GUY'S FINAL FIGHTING TECHNIQUES	
ALPHA COUNTER	⇦,⬃,⇩ +any kick
OVERHEAD HIT	⇨ +Fierce punch
THUNDER TORNADO KICK	⇩,⬃,⇦ +any kick
BUSHIDO CHARGE	⇩,⬂,⇨ +kick, kick
BUSHIDO FLOATING LEAP	⇩,⬂,⇨ +punch, punch
GUY'S SUPER FINAL TECHNIQUES	
BUSHIDO FURY	⇩,⬂,⇨,⇩,⬂,⇨ +any punch
BUSHIDO RAGE	⇩,⬂,⇨,⇩,⬂,⇨ +any kick







"Taste my rapid Bushido rage and tremble!"







KEN - "Now you can see the difference between us!"

Ken Masters is the friend and rival of Ryu, as they grew up together and trained under Sheng Long (also known as Gouken). Ken is another wanderer, seeking his destiny by shifting through the plains and countryside, but upon hearing that Ryu has triumphed in the King of the Hill tournament, Ken's arrogance (often the reason for his many battles) takes over and he sets about finding this second competition, wanting to test the power of lightning that he commands. His favourite move is to pound the foe into submission with a series of hurricane kick hits, and then finishing them off with a flaming uppercut known as the Dragon Punch.

KEN'S LIGHTNING TECHNIQUES	
ALPHA COUNTER	⇦,⬃,⇩ +any punch
OVERHEAD HIT	⇨ +Medium Punch
AGILE ROLL	⇩,⬃,⇦ +any punch
LIGHTNING FIREBALL	⇩,⬂,⇨ +any punch
RAGING ROUNDHOUSE	⇦ +Medium kick
HURRICANE KICK	⇩,⬃,⇦ +kick
MIGHTY DRAGON PUNCH	⇨,⇩,⬂ +any punch
KEN'S SUPER LIGHTNING TECHNIQUES	
RAGING DRAGON FIRE	⇩,⬂,⇨,⇩,⬂,⇨ +any punch
VERTICAL DRAGON FIRE	⇩,⬂,⇨,⇩,⬂,⇨ +any kick repeatedly







BIRDIE - "What made you think you could beat me?"

Hailing from London, Birdie is a stupid but immensely powerful gang leader with a particular penchant for punk rock (hence the ridiculous mohican). After sorting out his affairs in England, Birdie travels to the Street Fighter Tournament, confident that his overwhelming bulk and mauling chain will take him to the top this time. Birdie returned in disgrace after a previous pummelling, and has vowed to avenge this embarrassment, returning to the fighting circuit to prove to everyone that he is the strongest and most respected fighter of all.



"Wraagggghhh! No one messes with the hair! Taste your own bloodied teeth with my amazing Rushing maul! Now crawl away, Ken!"

BiRDiE'S CLUBBiNG TECHNiQUES	
ALPHA COUNTER	⇦, ⇩⇦, ⇩ +any punch
HEADBUTT DASH	Hold ⇦, ⇨ +any punch
TWISTING RUSH	Hold same strength punch +kick and release
CHAIN GRAB	↙, ⇩, ↘, ⇨, jump towards +punch
BiRDiE'S SUPER CLUBBiNG TECHNiQUES	
MULTIPLE CHAIN GRAB	⇩, ↘⇨, ⇩, ↘, ⇨ +punch or kick
RUSHING MAUL	Hold ⇦, ⇨, ⇦, ⇨ +any punch



SODOM - "You will not interfere with my plans!"

Sodom, the masked and frightening leader of the Mad Gear gang that instilled terror throughout the whole of Metro City, is back and seething with unstoppable rage for Guy, the Metro City ninja who halted Sodom's gang in their tracks and battled them from their grip. After a period in exile, Sodom began to train furiously, seeking dark pacts with evil gods, and has now returned with one overriding purpose; the destruction of Guy. All three of those heroes must be crushed for overcoming Sodom's entire gang of thugs and his overall battle strategy, and the previous incantations that Sodom has conjured may just help him to secure the world domination that he so desires.

SODOM'S MAD TECHNiQUES	
ALPHA COUNTER	⇦, ↙, ⇩ +any punch
SLIDING SURPRISE	⇩ +fierce kick
SAI SLICE	⇨, ⇩, ↘, ⇨ +any punch
SAI POUNCE	⇨, ↘, ⇩, ↙, ⇦, ↖, ⇧, ↗, ⇨ +any punch
CARPET BURN	⇨, ↘, ⇩, ↙, ⇦, ↖, ⇧, ↗, ⇨ +any kick
SODOM'S SUPER MAD TECHNiQUES	
SAI DASH	⇩, ↘, ⇨, ⇩, ↘, ⇨ +any punch
SODOM NIGHTMARE	⇨, ↘, ⇩, ↙, ⇦, ↖, ⇧, ↗, ⇨, ↘,
	⇩, ↙, ⇦, ↖, ⇧, ↗ +punch









AKUMA - "Weakling! Is there none worth fighting?"

The Supreme Demon has arrived to devastate all world warriors in his path. Fresh from a confrontation with Ryu and Ken's master, Sheng Long (Akuma's brother), Akuma has commenced a wander through the lands, fighting a variety of human foes and wanting only one fighter; a human that can physically beat him in a fight. Akuma's power is legendary (he has already gravely wounded Sheng Long), and now all that face him quickly learn a new terror before being wrenched apart by the Demon's power. Hearing of the new competition, Akuma halts his travels and descends to wreak havoc and pain once more.

SECRET CHARACTER

AKUMA'S MiGHTY TECHNiQUES	
MIGHTY WAVE FIST	⇩, ⇩⇨, ⇨ +any punch
SCORCHING WAVE FIST	⇦, ↙, ⇩, ↘, ⇨ +any punch
MIGHTY RISING DRAGON FIST	⇨, ⇩, ↘, ⇨ +any punch
TORNADO SKY-CLEAVING LEG	⇩, ↙, ⇦ +any kick
AIR-TORNADO DKY-CLEAVING LEG	jump ⇩, ↙, ⇦ +any kick
TITAN'S SKY FLASH:	⇨, ⇩, ↘, ⇨ or
	⇦, ⇩, ↙, ⇦ +three punches or three kicks
SKY-CLEAVING WAVE FIST	jump ⇩, ↘, ⇨ +any punch
HUNDRED DEMON ATTACK	⇩, ↘, ⇨, ↗ +punch then punch or kick
AKUMA'S SUPER MiGHTY TECHNiQUES	
DESTRUCTIVE RISING DRAGON	⇩, ↘, ⇨, ⇩, ↘, ⇨
DESTRUCTIVE MIGHTY WAVE FIST	⇨, ↘, ⇩, ↙, ⇦, ⇨, ↘, ⇩, ↙, ⇦+
	any punch
DEMON MIGHTY SKY-CLEAVER	⇩, ↘, ⇨, ⇩, ↘, ⇨ +any punch







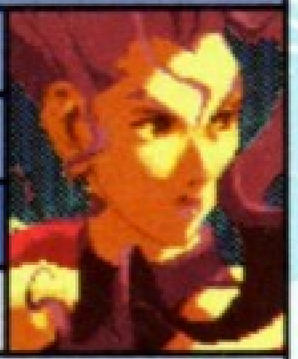


ROSE - "Forgive me, but my fight is not with you!"

A mysterious gypsy girl from an unknown region of the world has descended and entered the competition, to the dismay of many, but to the real shock of Bison, who knows this shadowy figure from his distant past. Rose is cloaked with powerful magic, being as she is, finely tuned to the earth's mystical power. Rose commands great respect amongst those with an interest in magic, and her power has been known to overcome the might of some of the world's strongest fighters. Currently, Rose has abandoned her caravan encampment to track down Bison and halt the abuse of his gifted power. Bison shall never achieve world domination; the spirits that aid Rose will see to that!



ROSE'S BLOSSOMING TECHNIQUES	
ALPHA COUNTER	⇦, ⇙, ⇩ +any punch
SLIDE	⇘ +medium kick
SOUL GLINT	⇩, ⇘, ⇨ +any punch
SOUL REFLECTION	⇩, ⇙, ⇦ +any punch
SOUL CATCH	⇨, ⇩, ⇘, ⇨ +any punch
ROSE'S SUPER BLOSSOMING TECHNIQUES	
ULTRA SOUL GLINT	⇩, ⇙, ⇦, ⇩, ⇙, ⇦ +any punch
SUPER SOUL CATCH	⇩, ⇘, ⇨, ⇩, ⇘, ⇨ +any punch
SOUL ILLUSION	⇩, ⇘, ⇨, ⇩, ⇘, ⇨ +any punch



DAN - "My father can beat you, and he's dead!"

Dan is a newcomer to the fighting arena, having watched with horror as Sagat pursued his father and roundly beat him to death when Dan was very young. Throughout the rest of his childhood, he was driven by an uncontrollable rage to face Sagat and make him pay for his atrocity, and was also angered when he heard that another young fighter had managed this feat already. After bouts of impromptu training, Dan feels ready to face allcomers in his quest to kill Sagat. Dan's father may have blinded Sagat in the right eye, but Dan will be the fighter to truly finish him off!

SECRET CHARACTER

DAN'S INEFFECTUAL TECHNIQUES	
STYLISTIC FIST	⇩, ⇘, ⇨ +any punch
BRIGHT DRAGON FIST	⇨, ⇩, ⇘, ⇨ +any punch
SKY-CLEAVING KICK	⇩, ⇙, ⇦ +any kick
DAN'S SUPER INEFFECTUAL TECHNIQUES	
SKY-SHAKING STYLISTIC FIST	⇩, ⇘, ⇨, ⇩, ⇘, ⇨ +any punch
BRIGHT DRAGON RAGING FIRE	⇩, ⇘, ⇨, ⇩, ⇘, ⇨ +any kick
WINNING VILLAINOUS FIST	⇩, ⇙, ⇦, ⇩, ⇙, ⇦ +any kick





"I have trained inadequately for this fight, so much so that my fireball never leaves my hand! Take a Sky-Shaking Stylistic Fist, o gypsy wanderer!" "Oof!!"

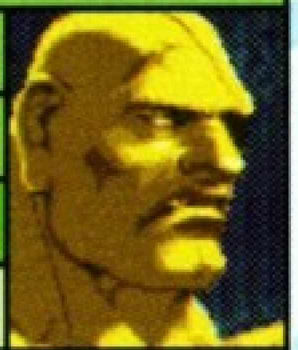


Later in the same bout, Dan tries another of his questionable tactics, inflicting only glancing damage to Rose with another of his laughable techniques; the Sky-Cleaving Kick.

SAGAT - "Accept your weakness and never return here!"

Sagat writhed in agony after the first tournament as he was beaten in a cataclysmic confrontation with Ryu that resulted in the Muai Thai Kickboxer being scarred from a huge dancing uppercut in the final stages of the fight. After this outrage, the former champion of the street has trained in his secret hideaway only to return to reclaim his title from Ryu, whom he calls a "lucky boy". Sagat is not to be swayed by anyone who halts his past, as all he can remember through his burning rage is the pain of the searing wound caused by the mighty Dragon Punch. This scar glows with Ki from time to time when Sagat is deep in thought about the forthcoming execution of Ryu.

SAGAT'S TIGER TECHNIQUES	
ALPHA COUNTER	⇦, ⇙, ⇩ +any kick
TIGER WAVE HIGH	⇩, ⇘, ⇨ +any punch
TIGER WAVE LOW	⇩, ⇘, ⇨ +any kick
TIGER UPPERCUT	⇨, ⇩, ⇘, ⇨ +any punch
TIGER KNEE	⇨, ⇩, ⇘, ⇨ +any kick
SAGAT'S SUPER TIGER TECHNIQUES	
SUPER TIGER KI	⇩, ⇘, ⇨, ⇩, ⇘, ⇨ +any punch
TIGER GENOCIDE	⇩, ⇘, ⇨, ⇩, ⇘, ⇨ +any kick
TIGER FURY	⇩, ⇙, ⇦, ⇩, ⇙, ⇦⇦ +any kick





"I am a man of few words and much power!"



"My Low Tiger Wave will take care of you!"

ADON - "My legend starts now!"

Sagat's once loyal bodyguard was by his side throughout the first tournament, acting both as a warm up sparring partner and encouraging the Thailand giant to channel all his rage into an awesome display of fighting prowess. Alas, this encouragement went unheeded, and Sagat was duly beaten by a young and mysterious fighter known as Ryu. Adon was astonished at this turn of events, and left the side of Sagat to train by himself, returning to mock Sagat and challenge him for the title. Adon's former master will crumble when encountering Adon's new array of kickboxing skills, and then the young pretender can turn his attention to a mysterious caped figure.

ADON'S THAi TECHNiQUES	
ALPHA COUNTER	⇦,⇙,⇩ +any kick
JAGUAR KNEE	⇨,⇩,⇘,⇨ +any kick
JAGUAR SWIFT KICK	⇦,⇩,⇙,⇦ +any kick
WALL DIVE	⇩,⇙,⇦ +kick
ADON'S SUPER THAi TECHNiQUES	
KICKBOXER FURY	⇩,⇘,⇨,⇩,⇘,⇨ +any punch
SLICE AND DICE	⇩,⇙,⇦,⇩,⇙,⇦ +any kick





He's going for the jugular alright.







"Sagat shall crumple! All shall fall!"



"Death to the demon Akuma! Eat my Slice and Dice, sonny!"





RYU - "I look forward to our next battle!"

A lone and mysterious wanderer, Ryu has travelled far and wide, training to an almost superhuman degree and devoting his entire existence to improvement of his awesome martial arts skill. Clad only in a karate outfit and carrying only the barest of provisions, Ryu lives off wild berries and hunts for food. This simple existence has taught him to channel his inner strength (or 'Chi') with great power, and his command of the elements is truly fantastic. Ryu is always alone, hidden deep in thought and cross vast mountain ranges whether the season is winter or spring. He has but one purpose; to seek out worthy opponents and challenge them. Ryu's lack of stature and unassuming manner lead many of his defeat opponents to gaze in wonder (through a haze of blood) at the swiftness of his technique. Indeed, a Chinese martial artist known as Fei Long was quoted as being 'gobsmacked' at Ryu's prowess. After becoming the "King of the Hill" in a previous tournament, Ryu is challenged to a second competition by the runner-up, a Thai Boxing giant called Sagat.



"Hi, I'm Ryu. Sorry about the state of my tattered gi, but I've had little time to wash it, what with defeating the world's finest street fighters and all!"

RYU'S LiGHTNiNG TECHNiQUES	
ALPHA COUNTER	⇦,⇙,⇦ +any punch
OVERHEAD HIT	⇨ +Medium Punch
SPIN KICK HOP	⇨ +Medium Kick
LIGHTNING FIREBALL	⇩,⇘,⇨ +any punch
PLASMA FIREBALL	⇦,⇙,⇩,⇘,⇨ +any punch
HURRICANE KICK	⇩,⇙,⇦ +any kick
DRAGON PUNCH	⇨,⇩,⇘ +any punch
RYU'S SUPER LiGHTNiNG TECHNiQUES	
EARTH SHATTERING FIREBALL	⇩,⇘,⇨,⇩,⇘,⇨ +any punch
GROUND TURBULENCE HURRICANE	⇩,⇙,⇦,⇩,⇙,⇦ +any kick




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TIPS

Virtua Fighter 2

Welcome to the last section in SEGA SATURN MAGAZINE's mammoth Virtua Fighter 2 MasterClass series. On these two pages, we finish off the initial roster of characters as we zoom in on Pai Chan, Jeffry McWild and Lau Chan. These characters are pretty basic, and along with techniques learned in previous sections, you should be well armed. Still... enough! Let's just get on with it shall we eh?

THE FINAL BOUT!

SEGA SATURN MAGAZINE Virtua Fighter 2 Virtua Fighter 2 Masterclass

PAI CHAN

The daughter of Lau, Pai is characterised by being the fastest, most irritating fighter you can play against in Virtua Fighter 2. The reason behind the irritation is pretty simple. For every move that is performed, there is a certain amount of what is referred to as "recovery time" - that is the delay incurred before you can start another move. For Pai, her punches are lightning fast with little, if no recovery time. That means that she is so fast that she can stop an opponent's special moves before they come out with a punch, or if Pai has blocked a special move she can get punches in (or initiate a PPPK combination) as an opponent endures the recovery time caused by their special move.

What this basically boils down to is that even the most brain-dead of VF2 players have a fair degree of success on their hands should they evoke the legendary "skake-out" or "typewriter" button pressing techniques - that is, random button-stabbing. Combined with some intelligence on the block button this can spell doom - even for the VF master! Yes, there is some degree of skill required to successfully master Pai, and in our techniques shown below, there is some innovation not just limited to her repetitive PPPK combos.

What should be noted is Pai's effectiveness with the reversal. She can take punches and kicks used against her and use them to initiate reversal throws. Back+P counters all high-attacks, be they punches or kicks, whilst back/down+P counters mid-level strikes. The former technique is essential for characters like Jacky, Sarah, Kage and especially Lau who lead with PPPK combinations, whilst the latter reversal is good against expert players attempting to stagger you with the seminal side-kick (down/forward+K).

In all, it should be noted that Pai isn't really an expert fighter when it comes to floating combinations. She concentrates instead on wearing down the foe and basically being a bit of a pain in the ass.



Cartwheel over to your opponent...



...then whilst in mid-air, perform a kick...



...followed by a trip while he falls to the floor.



Use Pai's arm twist throw, grabbing your opponent's wrist...



...followed up by an upward jumping kick to the noggin...



...supplemented with another girly hoof to the chops for big hits!



A standard standing kick to the guts kicks off this sequence...



...next comes a punch to the face, to send them reeling backwards...



...hit them again! Go on! Quick! Punch them in the head and watch them grimace...



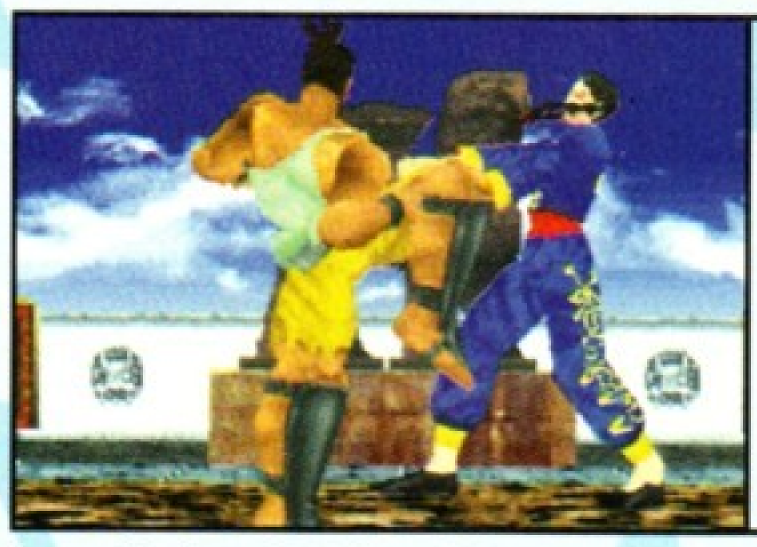
...before finishing them off with an ample shoulder charge! Hooray!

JEFFRY McWILD

Despite having one of the most... strange scenarios in the game (Apparently Jeffry's an Australian fisherman who has mastered the ancient Roman art of Pancratium), this character is one of the real power-players in the Virtua Fighter tournament. Although fairly well kitted out in terms of moves, he is shy of a fair few techniques compared to some of the other characters. Indeed, when comparing Jeffry's moves list to say, Kage's, it's difficult to perceive that he has any chance at all. This is clearly not the case, because what he lacks in quantity, he more than makes up for in terms of raw power.

Power-play is the key to getting the most out of Jeffry McWild. As you can see from the techniques listed below, he is relatively gifted in terms of combinations (considering his size), but he scores most points in actually blocking and dodging attacks and then responding with devastating throws. Jeffry's throws are by far the most powerful in the game (Wolf has sacrificed power for versatility) and the awe-inspiring Splash Mountain (down/forward-down/forward+P+K) is super-powerful. Crouching, guarding opponents are quickly despatched with the Power Bomb (down/forward+G+P+K), which puts paid to defensive tactics and forces the opponent to come out fighting.

As regular MasterClass readers will see, the combinations we've listed below are quite similar to Wolf's (as seen in the last issue). Jeffry is pretty similar to Wolf in this regard, although we recommend examining Jeffry's scooping punches in order to get more out of him.


A standing knee initialises the combo...


...after which comes a swift punch...


...and once you've got 'em in the air...


...put the boot in! Oofyah!


This jumping knee attack is pretty powerful...


...plus it puts your foe in the air...


...where you can easily hit them once...


...then TWICE with your mighty fists!

LAU CHAN

As VF fans will know, when AM2 organised the official Virtua Fighter 1 arcade tournament in Japan, they were surprised to see that a Lau Chan player won the competition. He did this on the strength of Lau's combination prowess alone - he is the undisputed master of the PPPK combination and is armed with a variety of guard-breaking techniques which are designed to break through the opponent's defence, leaving them wide open to a PPPK follow-up. This remains the case in VF2 - but to an even greater extent!

For starters, Lau has been granted even more techniques which he can use to blast through an opponent's guard. The most confusing of all has to be the up/forward+K cartwheel kick. It looks as though it hits on the high level, but actually strikes right in the gut, and surprisingly, it has a huge amount of combination potential.

The basic rule of thumb is that Lau is more effective the lighter the opponent. In fact, true VF masters can pull off a frankly unbelievable 13-hit combination on Pai (who is the lightest character in the game). Characters like Sarah and Lion also suffer badly in combination strikes, while Wolf and Jeffry lose out because they are slow to react. They might not float well in combos, but Lau is faster with his combos. This means that Lau's greatest enemies are fighters like Jacky, Akira and Kage. The last two are particularly troublesome in that they have reversal attacks which often defeat the punch-led Lau. Despite this, he remains a fairly powerful character...


Get your opposite number on the floor...


...then pound the heck out of them...


...with punches and kicks...



...to become the winner! Simple.


Lau's excellent PPPK combo in action. Start with a standing punch...


...followed by another, slightly quicker blow, which knocks lighter foes right backwards...


...the next punch allows Lau to move forward himself, which gets him in range for...


the up/forward+K cartwheel kick to the belly, which should put anyone on the ground.

Tips



ULTIMATE MORTAL KOMBAT 3

In addition to the massive list of moves elsewhere in the mag, here are all the Kombat Kodes we know at the moment. They should all be entered on the battle screen – player one controls the first three figures, and player two controls the next three. The numbers correspond to the number of times each button needs to be pressed for the correct symbol to come up.

033-000	**Half Energy for Player 1**
000-033	**Half Energy for Player 2**
707-000	**Quarter Energy for Player 1**
000-707	**Quarter Energy for Player 2**
010-010	**Throw Encourager**
100-100	**Throwing Disabled**
020-020	**Blocking Disabled**
987-123	**No Meters**
300-300	**Silent Kombat**
788-322	**Quick Uppercut Recovery**
044-440	**Sans Power (Little energy in round 3)**
688-422	**Dark Kombat**
444-444	**Randper Kombat (Random morphing)**
985-125	**Psycho Kombat (Dark, randper, no meters, no block, quick uppercut)**
466-466	**Unlimited Run**
642-468	**Play Galaga**
999-999	**Show revision number**













Text Messages:

717-313	**"Rain can be found at the graveyard"**
448-844	**"Don't jump at me"**
122-221	**"Skunky!"**
004-400	**"Watcha gun do?"**
550-550	**"Go see Mortal Kombat the live tour!"**
282-282	**"No Fear"**
123-926	**"No knowledge that is not power"**
987-666	**"Hold flippers during casino run"**





Winner Fights:

969-141	**Winner Fights Motaro**
769-342	**Winner Fights Noob Saibot**
033-564	**Winner Fights Shao Kahn**
205-205	**Winner Fights Classic Smoke.**



This code makes player 1 start each round with only quarter energy. Just press A and C seven times on controller 1 to enter it.



Kombat Zone Select:

004-700	**Kahn's Kave**
330-033	**Desert**
002-003	**River Kombat**
666-444	**Scorpion's Lair**
933-933	**Ermac's Portal**
091-190	**Bell Tower**
077-022	**Bridge**
666-333	**Graveyard**
800-220	**Kahn's Tower**
600-040	**Kombat Temple**
050-050	**Noob's Stage**
820-028	**Pit 3**
343-343	**Roof**
123-901	**Soul Chamber**
079-035	**Street**
880-088	**Subway**



PANZER DRAGOON ZWEI

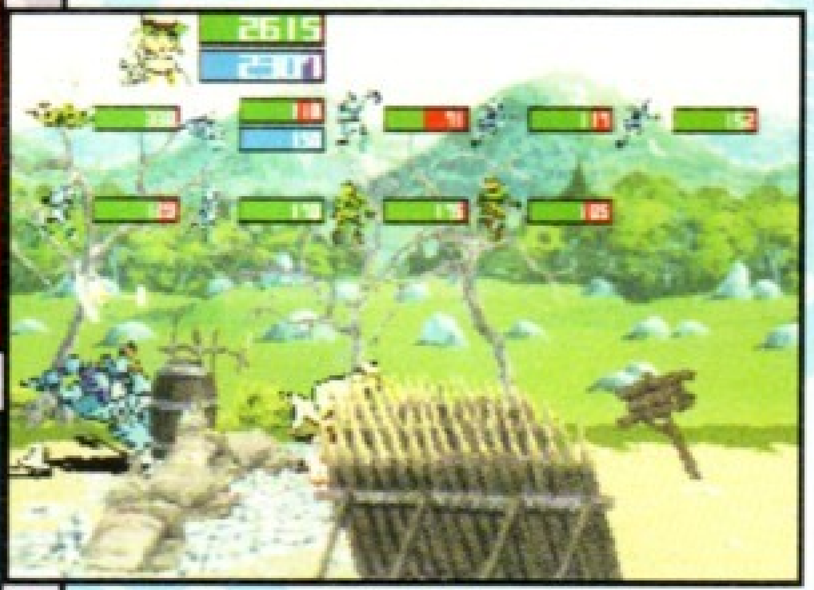
As an added bonus (it's great, really), you can kill yourself during the game by pressing L+R+A+B+C at the same time. Okay, so it sounds useless, but if you're aiming for the maximum 100% kill ratio and you miss an enemy, you can use this to restart the level, rather than waiting for the baddies to kill you.





GUARDIAN HEROES

To find the hidden challenge at the coliseum, play through until you reach levels 3, 4 or 5. Keep running to the right, only stopping to beat people up when the screen stops scrolling. Move into the distant plane and keep running until the end of the stage. You'll notice a small wooden sign, and when you reach it, you'll skip to the coliseum. If you accept the challenge, you'll fight against gangs of enemies until you want to leave, meaning that you can build your experience levels up early on in the game!





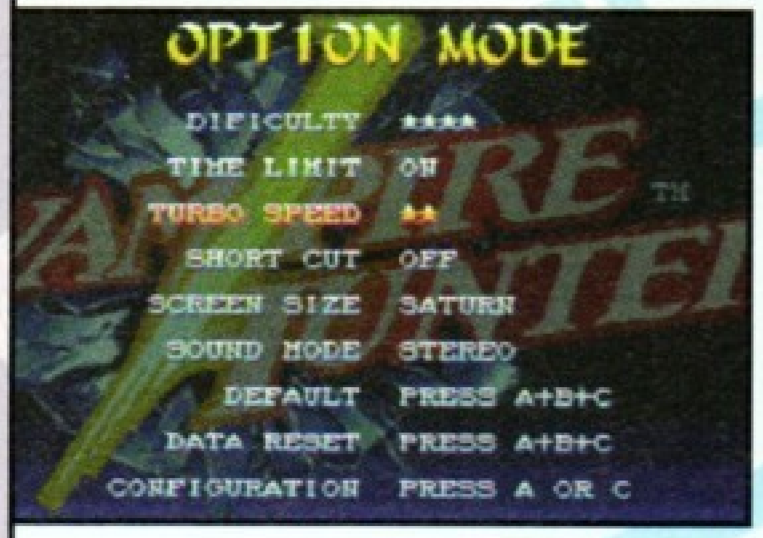
See that little wooden signpost on the right? Run straight through the level to it and you'll enter the hidden coliseum challenge shown here on the right.

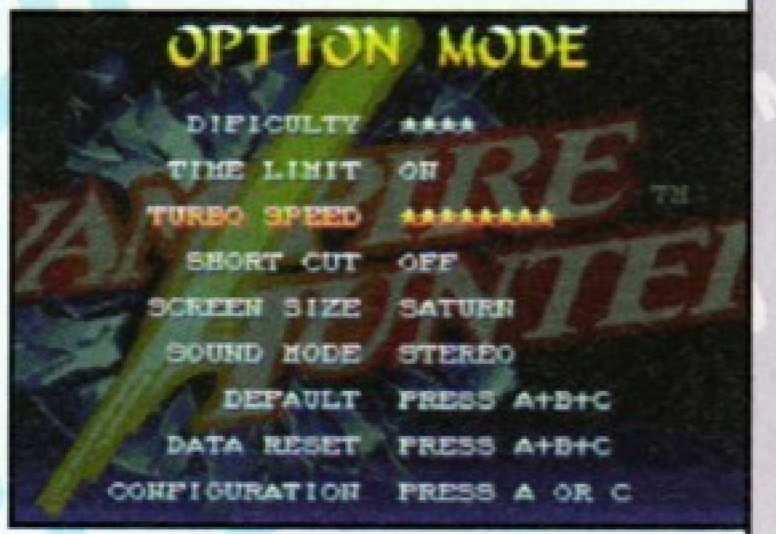
To transform Han into Super Han, you'll need to collect the second magical sword from the One-Armed Undead warrior on level 8. From the start of the game, always choose the last option at the end of the levels to get to stage 8, and beat the warrior to turn into Super Han. He looks the same as before, only he gets loads of extra experience points, making him faster and more powerful.



NIGHT WARRIORS

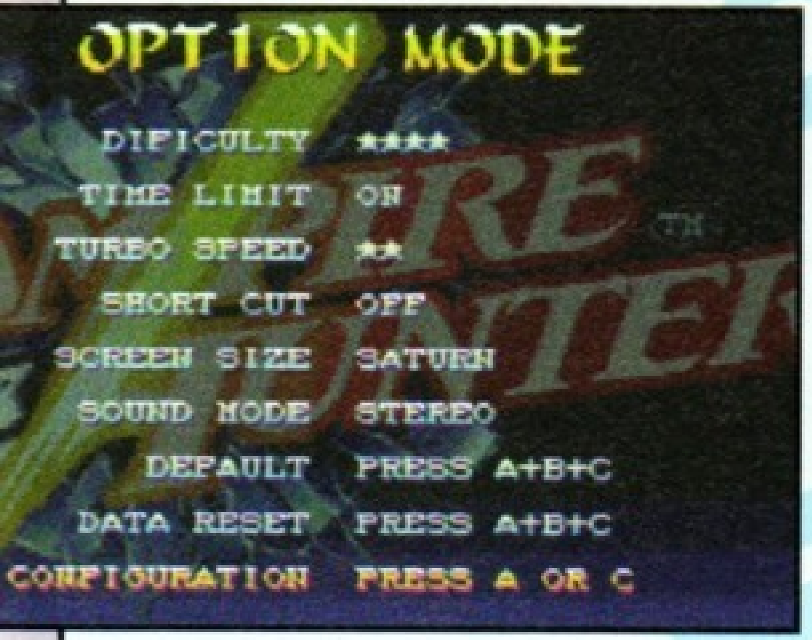
Not only is the regular game completely brilliant, these cheats are fantastic! If you go the options screen and highlight the speed option and press X, X, Right, A, Z quickly (Akuma's hidden firecracker move in SF Alpha), you'll be able to move the speed stars up to 8. This makes the game ridiculously fast and difficult to control, but it's great fun!





Who wants to play games at turbo speed two? Not us! Use this cheat to boost it to the hyper-fast turbo speed eight!

If you highlight the key configuration option and press B, X, Down, A, Y quickly (Anakaris's ex-special), an new option will appear – Appendix. Select this to get loads more options, including one to turn on the full arcade animation when two of the same character are fighting each other. Also, a complete version of the original Darkstalkers – the version appearing on PlayStation – can be selected, along with all the original backgrounds!





Select the "Classic" options to turn the game into the original Darkstalkers!



OFF WORLD INTERCEPTOR EXTREME

Here are the complete level codes from Steven Key in London. Level 6 is for the hidden track – Morphus Moors.

2	HD6S?KBILKL5KHRBM
3	WPNS44943LXKMWGM
4	HPWSPFH77L2KRWVL
5	3MSCWFY?TSTWZYSP
6	8V!DM8F78HZJHSPL







This code here is for level five (Above), and that's what level five looks like (Right).

OUT NOW



GAME OF THE MONTH

Panzer Dragoon 2

BY	SEGA
PRICE	£44.99
RATING	★★★★★





Since team Andromeda released Panzer Dragoon 1(almost two years ago now) they've been keeping their development team extremely quiet. It's easy to see why – the entire time has been spent working on the amazing follow up to Panzer 1 and the finished goods are absolutely stunning.

Keeping the same general theme as the original Panzer, (well, going around shooting things), the storyline is expanded by following the dragon from its infant non-flying days to a fully-grown airborne warrior. Which naturally means that in addition to the flying sections seen in the first game, there's ground-based levels as well as other levels with a mixture of the two. And believe us, this is way, way more advanced than the first game, and not just graphically either. The level structures are far more complex, there's much more to do and the animation is absolutely breathtaking.

This is easily the Saturn's most stunning title since their "big three" at the beginning of the year. The bosses are absolutely amazing, the gameplay is completely fluid and the action is pretty chaotic at the best of times. There's no way that you can afford to miss this title, whether you're a fan of shooting games or not. Although more experienced gamesplayers may find that this is an easy one to finish, it's still an absolutely essential buy. You'd be a fool to miss it.





Huge bosses are the order of the day in Panzer Dragoon 2. A must-buy game.



Takes the shooting game loads further than the first Panzer did. A truly impressive title.









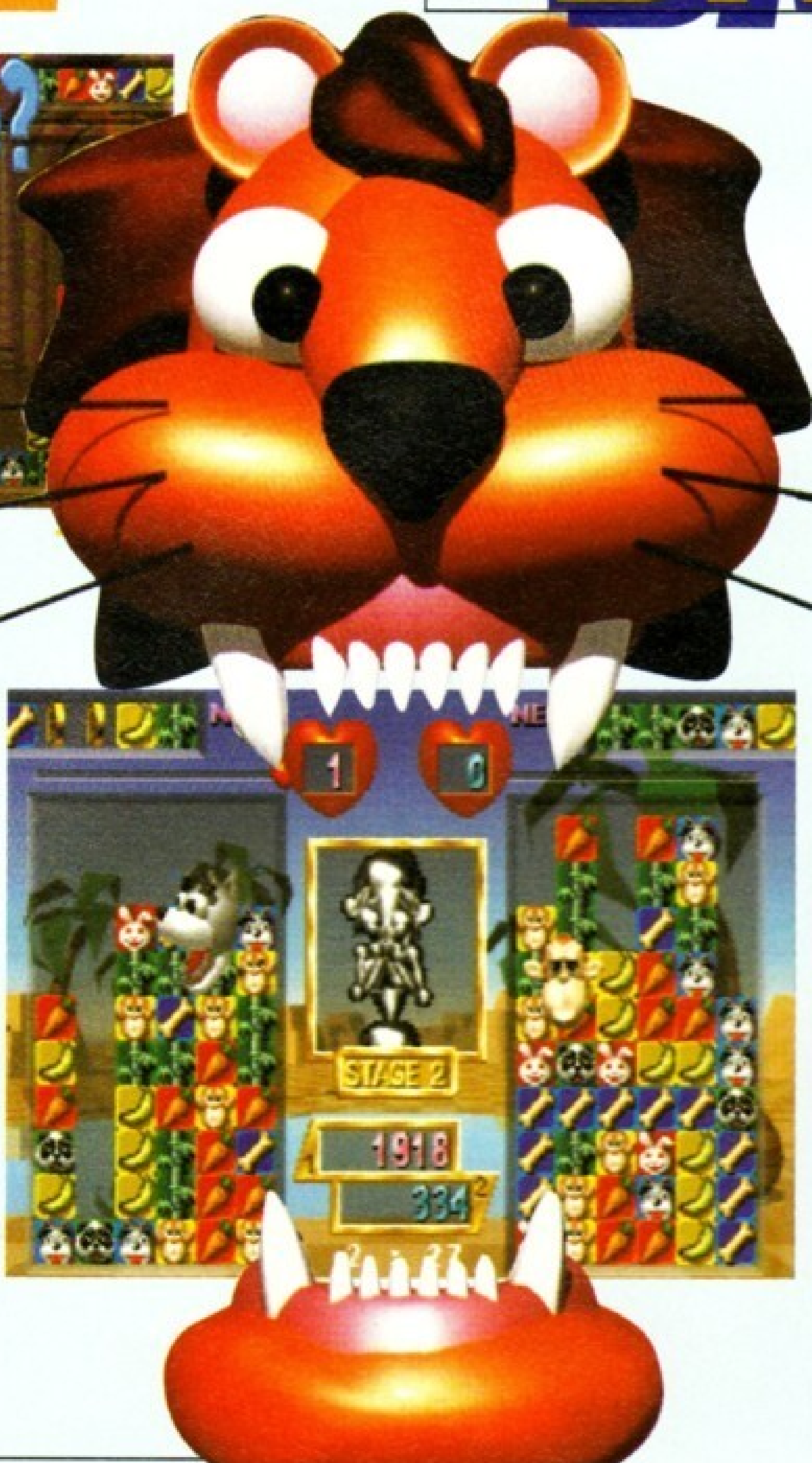


BY	SEGA
PRICE	£39.99
RATING	★★★★★

BAKU BAKU Animal



We want to know why AM3 suddenly decided to make puzzle games.



It's bizarre that AM3 decided to turn their hand to a puzzle game after completing the mighty Sega Rally, but then Baku Baku isn't your ordinary puzzle fare. While the basic mechanics of the title are uncannily similar to any Puyo Puyo style game, it's easily the most novel slant on this age-old title seen in ages.

The basic objective is to pair up certain types if animal with their usual preferred food – for instance there's mice that eat cheese, pandas who love bamboo and monkeys who would kill for the merest sniff of a banana. If you manage to line up a whole bunch of fruits with their intended owner, they'll all disappear, and any chain reactions you set off will cause fruits to fall down on to your opponent. The first playing area to fill up to the top is the loser. Yes, it's that simple.

So, why is it better than all the other puzzly kinds of games? Well, for one, there's hardly any of these kinds of games on Saturn anyway, and this is head and shoulders above anything else available, both in terms of graphics and fun.

If you're looking for something that will give you a lifetime's worth of play, Baku Baku is easy to finish, but you'll come back to it time and time again, especially in two player mode. Besides, it makes a welcome break from frenetic shoot 'em ups or high speed racing games.





This is brilliant fun! But be warned, it's not exactly the most difficult game ever.



There's a story mode as well as a one player and a versus mode.



Hmmm. Player one isn't doing too well. Must be Rad playing.

BY	ACCLAIM
PRICE	£39.99
RATING	★☆☆☆☆

REVOLUTION X

A shoot 'em up featuring top pop stars? Get the rock out of here! Surely this can't be true? But it is. It features heavenly hairdo-ers Aerosmith. Well, actually it doesn't, because someone's kidnapped them. What you have to do is pacify all the howling rock chickettes so they help you find them in time to play a concert. Just for you.

Anyway, this vastly complicated plot all takes place within the confines of a variety of urban scenarios where you have to blast the living daylights out of all the nasty bad guys and free all the buxom babes over a plethora of levels. Of course, seeing as this features pop stars and everything you may be fooled into thinking that the action is all rather good (after all, surely pop stars wouldn't lend their name to something dire. Would they?), but you'd be wrong. Just like fellow rockers Motley Crue, Aerosmith's first foray into the videogaming world is a bit of a soft rock tragedy. There's nothing here that would appeal to either a lover of good games or a lover of Aerosmith. Graphically, it's a bit of a mess and the game itself is completely unstructured – you just blast at things until the level is finished, then blast some more when the next level starts.

If Aerosmith had any sense at all, they would never have put their names to something as poor as this. It was bad enough when it appeared in the arcades a couple of years back, and with the absence of the guns used in the coin-op, it just becomes a cumbersome and uneventful game.











Get the rock outta here. No, go on. We've had just about enough of your type.







OUT NOW

Alone in the dark 2 JACK'S BACK

BY	INFOGRAMES
PRICE	£39.99
RATING	★★★

This was quite popular when it was released on the PC some years ago. Today though, it's hard to see why – games have moved on at such an incredible rate that Alone in the Dark seems dated in comparison.

Admittedly, there are a few changes for the European Saturn version, including a Virtual Ride Sequence, extra texture mapping on the sprites and the removal of a few bugs, but sadly, these are mainly cosmetic changes.

Although there's not many of these adventure-style games on console at the moment, Saturn owners probably won't be thanking Infogrames for bringing this to their machine. While featuring all the popular themes employed in a wander-about adventure (zombies, death, gore) it looks dated in comparison to what's on offer today (D or Myst). Also, the controls are a bit awkward and when you're doing things like shooting enemies, you need pin point accuracy to hit the target.

Still, if you have a lot of patience and a love of these kinds of games you may glean some entertainment from this.

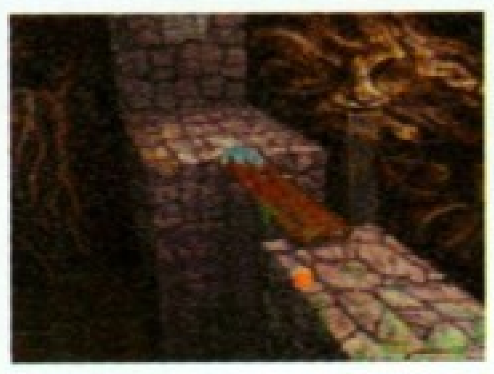




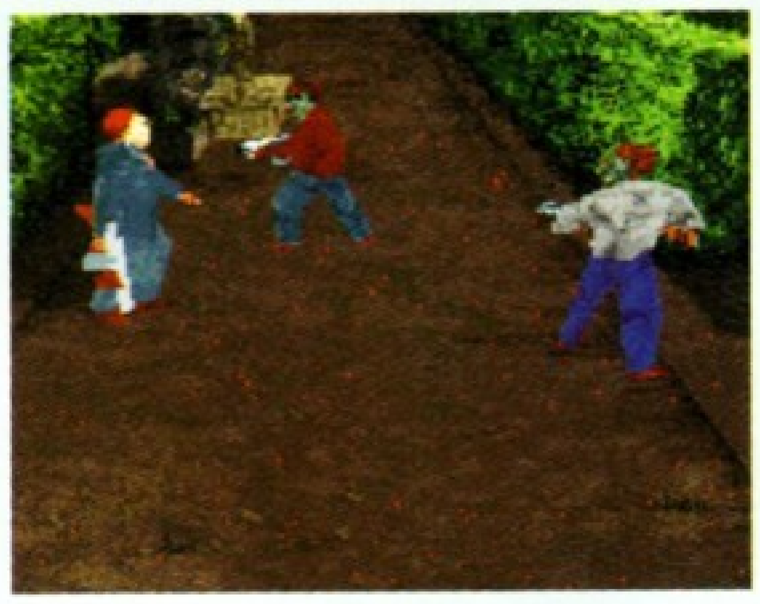




Jack's had one too many in this part of the game and has to be carted home by "Big Ron" from Eastenders.







Woooh. This is a bit of a scary ghost-type game. As you can probably tell from the green person's complexion.

DEFCON 5

BY	GT INTERACTIVE
PRICE	£44.99
RATING	★★

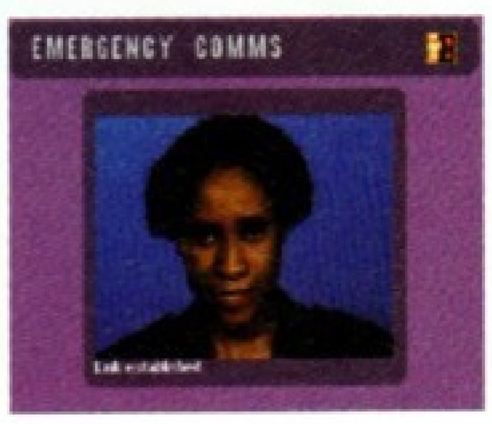
Although just about everyone is trying desperately to release Doom style games on console, there's very few that are actually any good. And the ones that are usually appear on PC ages before anyone gets around to converting them to console.

Defcon 5 though, has appeared on just about every game platform from PC to 3DO which may lead you in to believing that this is one of those smash-hit releases that everybody loves. But don't be fooled. Because although this is one of the only alternatives to playing Doom at the moment, it's nowhere near in the same league. It may look really fancy on the surface, but that's about as far as any positive points go. And that's not because the game is really tragic or anything. It's just that nothing ever happens. You're supposed to be protecting your colony from alien invasion and there's never any aliens to shoot – in fact most of the time there's hardly any evidence that they exist at all. And despite trying to add to the standard shoot 'em up fare by including strategy elements (which sees you assigning droids "surveillance" tasks, etc) the game still remains really the most yawnsome thing ever to appear on Saturn. If you really want to play a great blasterama then wait a few short months for either Doom or Quake.









Hello there young man. Are you lost? Oh. You want to kill me? Fair enough.

CD FILMS/MUSIC

To play any of these titles, you'll need a **video cd card**, costing £170. See your retailer for more details.



COMPACT disc DIGITAL VIDEO

COMPACT disc DIGITAL AUDIO GRAPHICS

THE THE: INFECTED

BY OMNIMEDIA | PRICE £14.99 | RATING ★★★

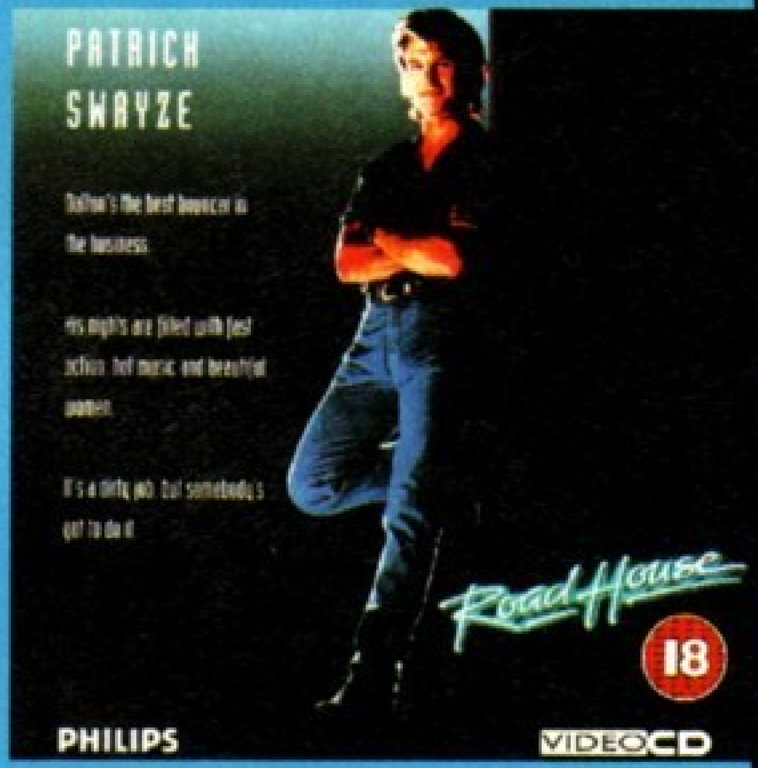
How come we never see VCDs of bands who can combine the words "popular" and "good" simultaneously in their trade description? It's either middle-of-the-road tosh like Wet Wet Wet or something no-one's heard of, like this. Infected is actually pretty good, if the idea of a The The cyber-video appeals to you, but it's pretty unlikely the thousands of people who studiously avoided this on audio CD will suddenly change their minds and become radically converted to the mithering Mancunians thanks to their entry to Cyberville. Existing TT fans, however, should find this quite jolly.



ROAD HOUSE

BY PHILIPS | PRICE £16.99 | RATING ★

Patrick Swayze plays a bouncer in this chronic 80s action pic from Joel Silver. But instead of being a fat aggressive sweaty bloke who won't let *anyone* in *anywhere*, Pat behaves like some kind of small-town rock star. Indeed, the only trait he shares with any bouncer I've ever encountered is his staunchless love of fights, which ensures the film breezes along with literally BILLIONS of violences. It is, to all intents and purposes, a crock of toss. As an action movie it's outdated by a whole scene of new and far more impressive explosion libraries. such as Die Hard With a Vengeance.



PENN & TELLER: DON'T TRY THIS AT HOME

BY CD VISION | PRICE £15.99 | RATING ★★★

And don't watch this at home either, unless you've missed every one of Penn & Teller's shows on the goggle box, as otherwise you'll have seen these tricks already. Not to demean their illusory abilities, which are top notch. I mean, you don't get yourself thrown out of the Magic Circle unless you're good enough to hack it as a maverick. But at Penn & Teller only really have one trick, which is demystifying the whole process by revealing the secret behind each performance. So don't show this to any little brothers or sisters at home, either, because they won't thank you for shattering their youthful fantasies.



CYBER TRACKER

BY CD VISION | PRICE £15.99 | RATING ★

The phrase "Straight To Video" is under threat, besieged by the new pretender "Straight to Video CD". The latest offering, Cyber Tracker from producer Don "The Dragon" Wilson (starring Don "The Dragon" Wilson, oddly enough) is described (by Don "The Dragon" Wilson) as a "Breathtaking high voltage hand-to-hand sci-fi combat thriller". It's described by SEGA SATURN MAGAZINE as "A kind of sub-Terminator chop-socky low budget thing".Unless your video collection already includes Blood Ninjas of the Revenge Apocalypse you don't really need to see this.



ALSO OUT NOW...

Title	Price	Rating
BUG	£49.99	★★★★★
CLOCKWORK KNIGHT	£39.99	★★
CLOCKWORK KNIGHT 2	£39.99	★★★★
CYBERIA	£39.99	★★★
CYBER SPEEDWAY	£39.99	★★★★
D	£39.99	★★★★
DARIUS GAIDEN	£29.99	★★★★
DAYTONA USA	£49.99	★★★★★
DIGITAL PINBALL	£39.99	★★
FIFA '96	£39.99	★★★★
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GEX	£39.99	★★★
GOLDEN AXE	£39.99	★★★
HANG ON '95	£39.99	★★★
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MAGIC CARPET	£44.99	★★★★
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VICTORY GOAL	£39.99	★★
VIRTUA COP	£44.99	★★★★★
VIRTUA FIGHTER	£49.99	★★★★
VIRTUA FIGHTER 2	£49.99	★★★★★
VIRTUA FIGHTER REMIX	£39.99	★★★★★
X-MEN: CHILDREN OF THE ATOM	£49.99	★★★★★

COIN OPERATED



We've got lots more on Virtua Fighter Kids this month, and a few more shots of Virtua Fighter 3 to keep you happy. And the beat 'em up bonanza continues with Capcom sequels in the shape of Marvel Super Heroes and SF Zero 2. Oh, and Cyberbots! Enjoy!

VIRTUA FIGHTER KIDS

Thought that issue 6's VF Kids pictures looked good? Prepare to be blown away as we take a look at the finished version of the game with lots of lovely screen-shots to boot.



SHORT REPLAY

Within the game, there is a replay mode that comes into effect when a fighter performs a certain move. This is a very short replay and is shown during the fight itself. In fact, it's very similar to all those short replays fans of martial arts films would recognise, and it adds to the atmosphere no end!

FINISHING BLOWS

Each character has specific moves that act as a Finishing Blow. So what makes this different from the average KO? Does it allow you to perform a fatality? Or maybe an Ultra Combo? Not quite. When used on the opponent towards the end of their energy bar, they will go flying off in a spectacular manner in a similar fashion to Street Fighter 2. Almost all the stages from VF 2 have made it into it's junior version except for one stage - Pai's. Pai now has a very distinctive background which involves little toys on the shelves and some blatant advertising of a well known Japanese drink called Energen here and there.





Now remember kids, fighting is a very bad thing indeed. If you have a dispute with someone in the playground over pogs or something, try and be nice ok?

BOSS OF BOSSES?

Dural is one of the most famous boss characters ever devised and a VF game could never be a VF game without the female T-1000. She has retained her metallic look but has undergone the Kids treatment (big heads, big eyes etc.) If you ever get to Dural at the end of the game, prepare to be amazed at the monochrome stage.
As any owner of VF 2 will tell you, this is an all new feature and definitely something to look forward to. So there it is!



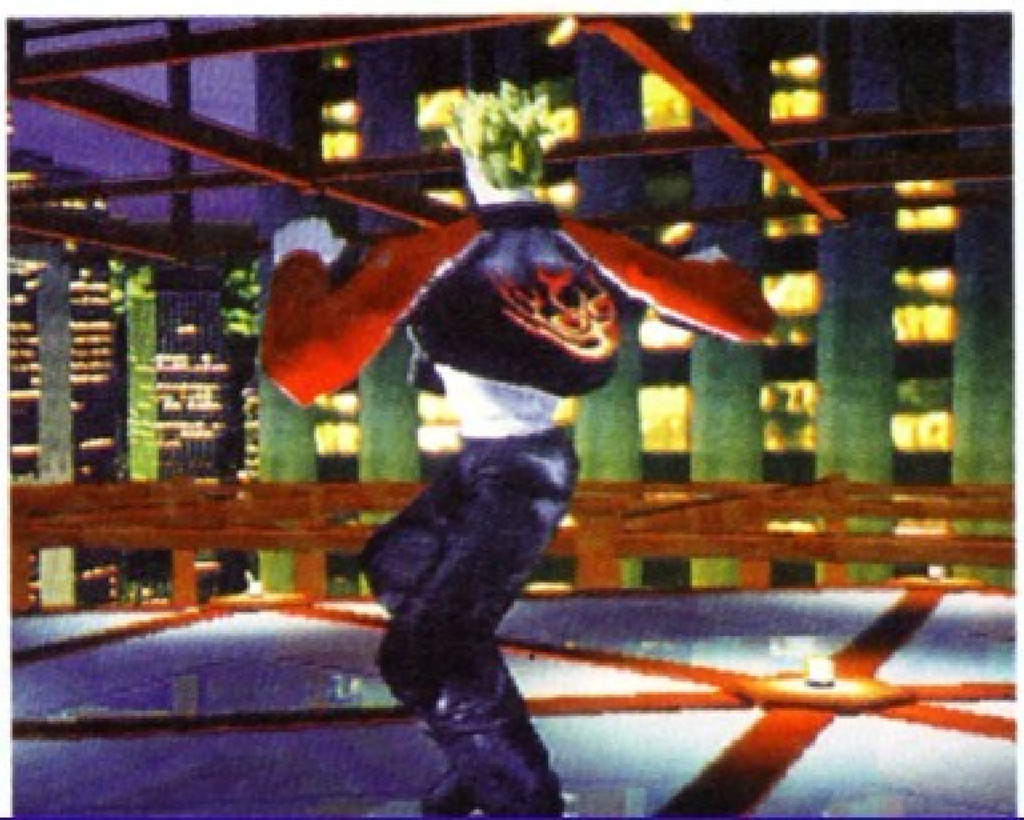


VIRTUA FIGHTER 3

We've been unable to get any more information on Virtua Fighter 3 as yet (there'll be plenty next month though from the E3) but just to keep you satisfied here are some more pics.







CAPCOM'S THREE WONDERS!!!

No, not the three in one Capcom puzzle game from yesteryear but the trio of top notch Capcom action that could be playing on a Saturn near you soon.
The next three Saturn games won't disappoint anybody who likes a decent game or indeed Capcom.





MARVEL SUPER HEROES

The first of the Capcom trio is the flamboyant Marvel Super Heroes. This is the sequel to the very popular X-Men: Children of Atom, and it drops some of the more redundant characters and uses instead some of the heroes from the Infinity Wars series by Marvel. But that's not all. On top of the additional characters of Spiderman, Captain America, Iron Man, Hulk, Shumagorath, and Black Heart, the bosses from the original X-Men have become selectable! So Magneto and Juggernaut can be used to rip off your opponents' heads. 'But if these two have become selectable, who are the bosses?!' we hear you cry. In case you don't know already, Dr Doom and Thanos have become the kings of the latest Marvel/ Capcom game and if the last X-Men is anything to go by, they could be selectable too!











STREET FIGHTER ZERO 2

If Marvel Super Heroes doesn't suit you, how about Street Fighter Zero (Alpha for UK and US punters) 2. So why did Capcom announce the conversion of their most recent CPS II game so close to it's UK debut date? That's anybody's guess but rest assured, this will be an arcade perfect translation of SF Zero 2. So start saving your pennies.



Chun-Li is back yet again to do battle in the name of constantly successful sequels!



It's Dhalsim, left out in Street Fighter Alpha but returning to his fire breathing best in this sequel.



CYBERBOTS

Last, but not least, is the rather under-rated Cyberbots. In the UK arcades, this game didn't receive the popularity that it deserved despite the frantic and exciting action. For those who haven't played the game yet, the style is best described as having the control of the Street Fighter games coupled with an outrageous style of moves akin to the X-Men and Darkstalker series but using robots instead of the usual human-esque fighters. This might not sound particularly original but there are some unique features. For example, there are the Cyber Ex moves which are similar to the Ex moves seen in Darkstalkers 2, and a booster mode that makes your character dash in every direction. This can be performed in mid air and is very useful. There are also the individual weapons that each robot carries making this a potentially excellent addition to your Saturn collection.



next Month

Shh. What we're about to tell you is absolutely top secret. You can't tell anyone at all, okay? Next month, Sega have some absolutely scorching games lined up for coverage. We can't tell you what all of them are but look out for:

THE FIRST SHOTS OF SATURN VIRTUA COP 2!

THE FIRST SHOTS OF SATURN FIGHTING VIPERS!

THE LOWDOWN ON THE SATURN'S NEW MODEM AND INTERNET CONNECTIONS!



LOADS MORE TOP SECRET STUFF!

Dear Newsie
Crikey! With such top games covered, I really don't want to miss out on the next issue of SEGA SATURN MAGAZINE. Be a top chappie and reserve me a copy would you? Why, thankyou old bean.

NAME ______________________

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You can also look forward to a report from the world's biggest games show – the E3, held in Los Angeles, A feature from Konami's American headquarters outlining their Saturn release schedule, words from the developers of Knights, the results of our Time Attack competition, plus an exclusive cover story of gigantic proportions...

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SURFACE MAIL: £40.00
AIRMAIL EUROPE: £44
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DISTRIBUTION: BBC FRONTLINE
PRINTING: COOPER CLEGG AND SPOTTYSWOODE BALLANTYNE


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